THE
HANDHELD GAME CONSOLE
encyclopedia vol.1(?)

N·GAGE

NOKIA
N·GAGE

GP32

START
SELECT
GAME PARK

LYNX

GIZMONDO

game.com

game.com
TIGER

DaddaRuleKonge

This is a PDF/book made for people who collect for, or are interested in, older video consoles and games. I made this book because I like to learn about different video games and their systems.

If you are happy with this PDF/book, then please look at some of the web-sites on the "Reference Guide" page. Find a site that you like and give them some spending money.

If you are annoyed, or the owner of some of the content i took from you, send an email to me: sennep@hotmail.com.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64,etc..
http://daddarulekonge.itch.io/

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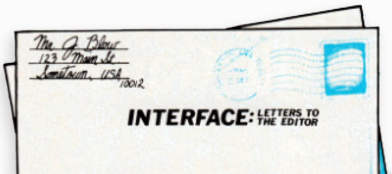
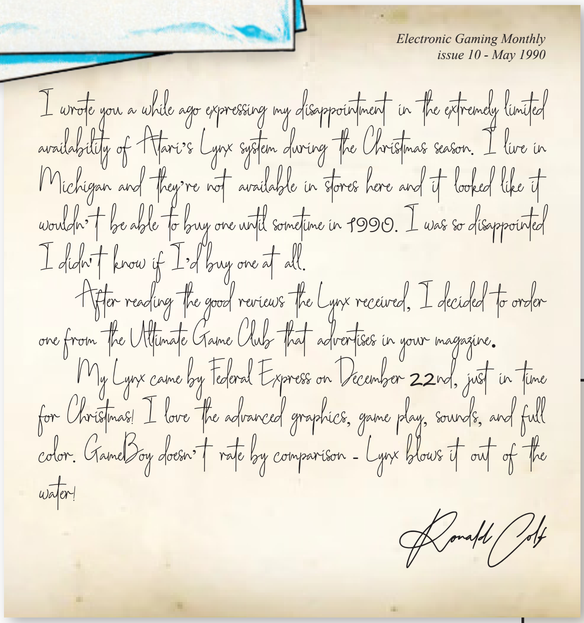
CONTENT

Letters from readers sent to video game magazines 5
Reference Guide 6
Article: *1990 - CD - ROM* 8
Page Break-Down 9
Atari Lynx 11
Article: *Tips & Tricks on the Net* 168
Game.com 171
Article: *DVD: No Escape* 209
GP32 211
Gizmondo 255
N-Gage 307
Video Game lists 384


INTERFACE: LETTERS TO THE EDITOR

Letters from readers sent to video game magazines.



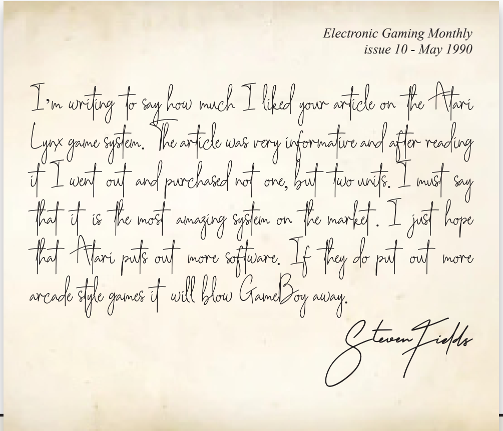
Electronic Gaming Monthly
issue 10 - May 1990

I wrote you a while ago expressing my disappointment in the extremely limited availability of Atari's Lynx system during the Christmas season. I live in Michigan and they're not available in stores here and it looked like it wouldn't be able to buy one until sometime in 1990. I was so disappointed I didn't know if I'd buy one at all.

After reading the good reviews the Lynx received, I decided to order one from the Ultimate Game Club that advertises in your magazine.

My Lynx came by Federal Express on December 22nd, just in time for Christmas! I love the advanced graphics, game play, sounds, and full color. GameBoy doesn't rate by comparison - Lynx blows it out of the water!

Ronald Colt



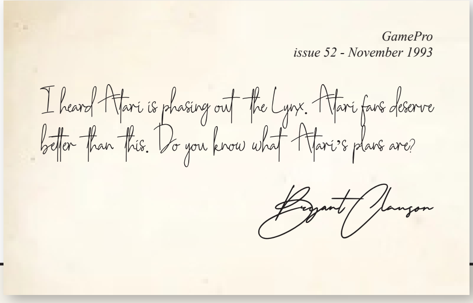
Electronic Gaming Monthly
issue 10 - May 1990

I'm writing to say how much I liked your article on the Atari Lynx game system. The article was very informative and after reading it I went out and purchased not one, but two units. I must say that it is the most amazing system on the market. I just hope that Atari puts out more software. If they do put out more arcade style games it will blow GameBoy away.

Steven Fields

Electronic Gaming Monthly
issue 10 - May 1990

Answer from the editorial. -
Everyone who has been able to get a hold of an Atari Lynx has raved about the system's advanced capabilities. The main problem for most people has been simply in finding a retail outlet that carries them. In addition to the Ultimate Game Club, the Sears catalog outlet should be able to accomodate Lynx fans with systems and game cards if you act fast. Nationwide distribution of the first color portable will probably be delayed until Spring.



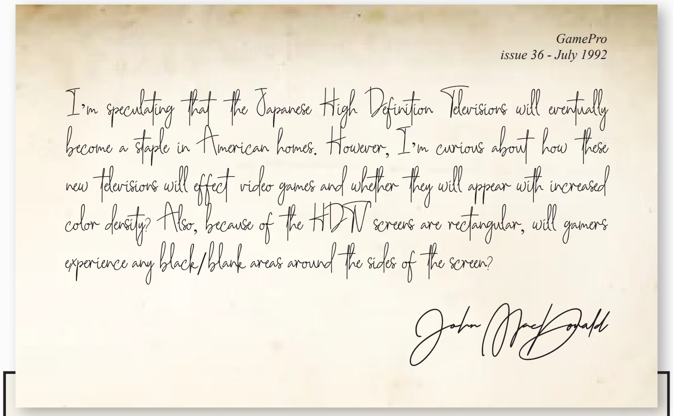
GamePro
issue 52 - November 1993

I heard Atari is phasing out the Lynx. Atari fans deserve better than this. Do you know what Atari's plans are?

Bryant Clawson

GamePro
issue 52 - November 1993

Answer from the editorial. -
Atari's got several new Lynx titles - Lemmings and Gordo #106 are just two. Unfortunately, not all Atari games are available in all locations, so you still might be out of luck. At a late-summer press conference, Atari promised to support the Lynx, and in fact they'll be promoting it as they roll out the Jaguar.



GamePro
issue 36 - July 1992

I'm speculating that the Japanese High Definition Televisions will eventually become a staple in American homes. However, I'm curious about how these new televisions will effect video games and whether they will appear with increased color density? Also, because of the HDTV screens are rectangular, will gamers experience any black/blank areas around the sides of the screen?

John MacDonald

GamePro
issue 36 - July 1992

Answer from the editorial. -
Current video games will be compatible with the HDTV through NTSC (standard video) outlets on the back of the HDTVs. However, it's difficult to say when or whenever the new game systems will take full advantage of HDTV's resolution. As for the black "letter box" effect, the internal hardware of game systems, such as the SNES or Genesis, would need to be changed to accommodate the HDTV's screen dimensions. If not, chances are high that gamers will experience some black/blank areas around the sides of their games.

Reference Guide

These are web-sites that i have used a lot for pictures/screenshots and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that and want something removed from this book/PDF, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

- Used for some pictures and review scores.

A webiste that list "every" consumer released game. It includes loads of information, faqs, user review scores and pictures for many of the games listed on the sites.

http://www.gamefaqs.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

- Used for some pictures and information.

A good site for text and pictures on much of the games released for consumers.

http://www.mobygames.com/

AtariAge

"Have You Played Atari Today?"

- Used for pictures and information.

This, along with "atarigamer" is the best site for an Atari collector. It consist of a huge forum, detailed information, pictures, and a great rarity score list. Without this, and the "atarigamer" site, the pages regarding the Lynx would be pretty barren.

https://atariage.com/index.php

Atari Gamer

"Your #1 source for Atari Lynx news and information!"

- Used for pictures and a lot of information.

A great place for Lynx owners. It consists of a huge amount of information and pictures. This site is without a doubt the most important site for an Atari Lynx collector.

https://atarigamer.com/

UNSEEN64

beta, cancelled & unseen videogames

unseen64.net

"Unseen64 is an archive for Beta & Cancelled games"

- Used some for pictures and information on pages regarding cancelled videogames.

I highly recommend looking through this site, as it is incredible fun and exciting to look through. It contains a huge amount of pages with information on games that was cancelled or changed in development.

https://www.unseen64.net/

GIZMONDO

- The Machine

Gizmondo - The Machine

a book by Justin Castle

" Fresh & original information about obsolete technology."

- Used for some of the information and pictures found on the pages regarding the Gizmondo.

If you have an interest in the Gizmondo console, then this is the book you want. It is a professional made (compared to what I have done) physical book that goes through the whole story of the console. The book was available in physical form, but it seems that it is no longer sold. Justin Castle have since released the book as a PDF for free online.

http://www.le-grenier-informatique.fr/pages/documents/gizmondo-the-machine-book-2011.html

DISKMAN PRESENTS

Diskman

" Fresh & original information about obsolete technology."

- Used for a source of information for the pages regarding the Game.com.

This site was a huge help with the Game.com pages in this PDF. The pages on the Game.com is probably the most complete site regarding the ill fated console.

https://diskman.com/

These are links to sites that archives video game magazines:

- outofprintarchive
http://outofprintarchive.com/magazine_catalogue_UK.html

- digitpress
http://www.digitpress.com/library/magazines/

- retromags
https://www.retromags.com/magazines/

- Internet Archive
https://archive.org/details/magazine_rack

- chebucto
http://www.chebucto.ns.ca/~ab443/mags.html

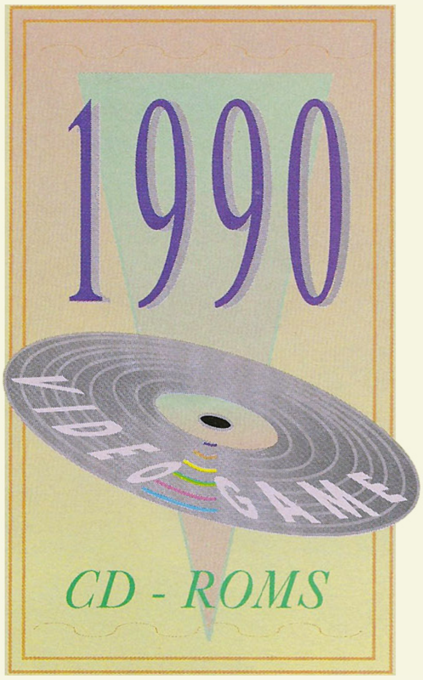
- Retro CDN
https://retrocdn.net/Category:Shared_magazine_scans

- Magazines from the Past
https://magazinesfromthepast.fandom.com/wiki/Category:Database_Publications_magazine

- RetroAction
http://retroactionmagazine.com/retrolinks/videogaming-magazine-preservation/

- Classic Computer Magazine Archive
https://www.atarimagazines.com/

Article from:
Video Games &
Computer Entertainment
- Issue 19 - August 1990



• Audio-CD-ROM brings state-of-the-art stereo sound to the homegaming screen. In fact, super sound is about the easiest thing to accomplish in CD, explain the field's leading techies. Instead of a few musical phrases and a handful of "close enough" sound effects, CD games are fully scored, like a feature film. The medium can also take advantage of the ability to incorporate real acoustics, not just approximations, into the games.

Let the Controversy Begin

If that were the whole story, CD-based games wouldn't be so controversial. Not everyone is sold on CD, and some, such as leading game designer Chris Crawford, view the impending onslaught of CD hardware and software with considerably more scepticism. Some of the objections raised concerning CD systems include:

• Consumer Acceptance-CD-ROM may turn out to be the next great thing to hit gaming since Pac-Man gobbled his first ghost, but its success is extremely speculative at this point. In the whole world, only 300,000 interactive CD drives are actually attached to game-playing systems. More than half are in Japan, and there are currently few Americans with the equipment.

Most people think interactive CD systems will be a hit, but there are no guarantees. The relatively high price of equipment may dissuade many from taking the plunge, and it will be more like a small party than a revolution until hundreds of thousands of these devices are in place.

• Hardware Handicaps-Full-motion, live-action video is the goal in CD software, but none of the currently available systems attain it. Commercially available CD drives effectively present animated sequences, but human figures look unnatural and move herky-jerky.

More sophisticated CD systems are expected to remedy this flaw, but we're talking about the indeterminate future again. CD games will have to score points with the general public based on what they can do now, today, not what their inventors hope they will be able to do years beyond tomorrow.

• Initial elation by designers and developers over gaining access to such a big canvas is tempered by reality. Though the CD's capabilities inspire high expectations, it takes a lot longer to paint a mural of this scope.

Only software capitalizing on CD strengths will impress consumers already jaded by conventional computer and video games. More ambitious games, featuring extensive audio-visual effects and large data banks, take longer to design and implement. That means higher costs-and a much longer wait for that all-important return on investment.

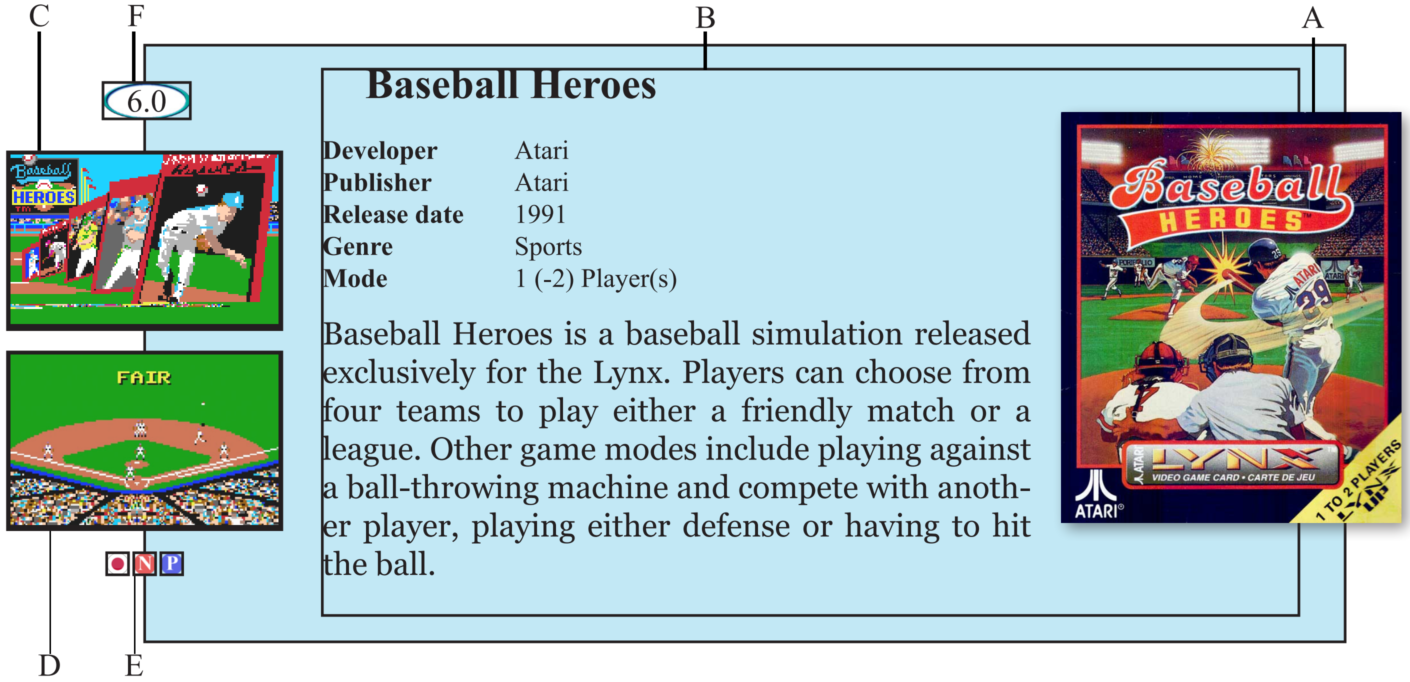
Development cycle length is already controversial. Outfits like Cinemaware routinely take two years to get a game from brainstorming session to store shelf, while other companies put a design through the process in six months. Few CD games can be finished in less than two years, about double the average for a good-quality computer title. Some may require a lot more time, not to mention much more background research than the average computer program.

Game-development budgets vary, but a CD product can put a strain on any treasury. An outlay of $400,000 for a CD game is standard. At those prices, a few early failures could permanently wipe the smiles off the faces of present-day CD advocates.

So, you may wonder, is there a CD-gaming revolution just over the horizon, or is this the '90s version of quadraphonic stereo and dual-screen TV? With compelling arguments to support both sides, it is clear that the issue is in doubt and will remain so until CD gaming either wins mass-market approval or ends up as landfill outside Albuquerque.

As with any form of interactive electronic entertainment, the software will determine the ultimate fate of this new medium. In the next instalment of Inside Gaming, I'll take a look at what kind of CD games are heading to market.

Page Break-Down



6.0

Baseball Heroes

Developer	Atari
Publisher	Atari
Release date	1991
Genre	Sports
Mode	1 (-2) Player(s)

Baseball Heroes is a baseball simulation released exclusively for the Lynx. Players can choose from four teams to play either a friendly match or a league. Other game modes include playing against a ball-throwing machine and compete with another player, playing either defense or having to hit the ball.

● N P

A. Cover-Art

This represent the cover art. I used GameFAQs for much of the pictures. I have prioritized the NTSC (North-American) cover art over the others.

B. Info

This is the Info box. I have mainly used wikipedia for help on information. Regarding the Developers and Publishers, I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information on this often differ from different sources.

"Mode" are what the maximum players the game support. I have used parentheses for games that use a link cable to link two, or more consoles together. This is especially used for the Atari Lynx games.

In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interest part of trivia. If I used another site for information and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

C. Title Screen

This is a screenshot from the title screen of the game (if I found it. If not, a screenshot from the gameplay is used), found wherever. I mostly used Gamefaq and Mobygames.

D. Screen-shot

This is a screenshot of the gameplay for the game. I mostly used Gamefaq and Mobygames.

E. Release

This indicates what sort of release the game had. Red "N" for North-America, blue "P" for PAL / European, Japan flag for Japan, and a South-Korean flag for... South Korea. The information are mostly from wikipedia, so it may be wrong for some games.

F. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used different sources for review scores. The yellow oval are taken from Gamefaqs, which can often be biased on the more obscure games because of the few reviews. The green oval are taken from metacritic, and the blue-ish oval are from atariage. If the sites did not have a review, I would not include one.

LYNX

LYNX
ON
OFF
OPTION 1
RESTART
FLIP
OPTION 2
B
A
ATARI

The Atari Lynx was the world's first handheld electronic game with a color LCD. It was also notable for its advanced graphics and ambidextrous layout.

For more on the Lynx,
then you would want to visit;
atariage.com
atarigamer.com

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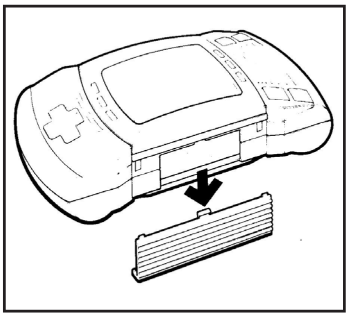
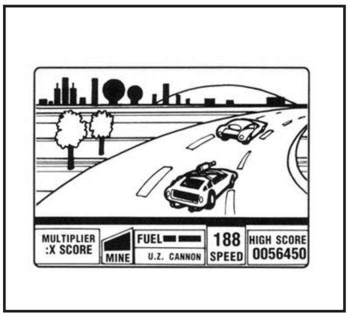
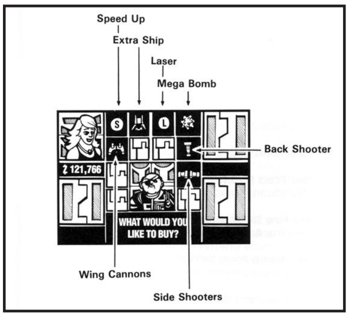
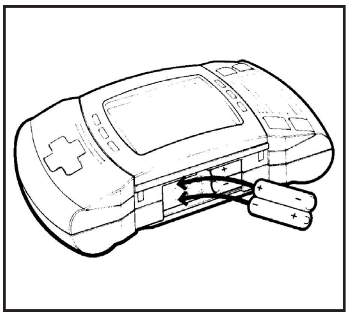
CONTENT

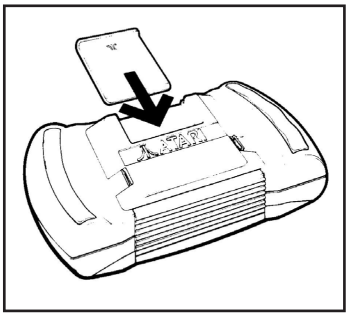
Developers 16
LYNX 18
Lynx Article: *Lynx: An interview with the men behind the machine* . 22
Lynx Article: *Pocket Arcade* 25
Commercial Atari Lynx Games 28
Lynx Article 40
Lynx Article 51
Homebrew Atari Lynx Games 86
Unreleased / Prototypes / After Market / Demo Games 128
Lynx Article: *Atari Attack* 142
Box Variations 144
Accessories 147
Atari Lynx Pins 150
Letters from readers sent to video game magazines 155
Cartridge / Box Variation 156
Collectors Checklists 157
Homebrew Cartridge / Box Variation 156
Homebrew Games Checklists 162

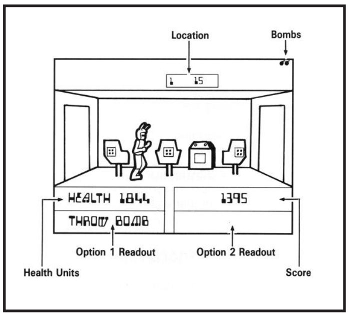



MULTIPLIER
:X SCORE
MINE
FUEL
U.Z. CANNON
188
SPEED
HIGH SCORE
0056450


Speed Up
Extra Ship
Laser
Mega Bomb
Back Shooter
2 121,766
WHAT WOULD YOU LIKE TO BUY?
Wing Cannons
Side Shooters



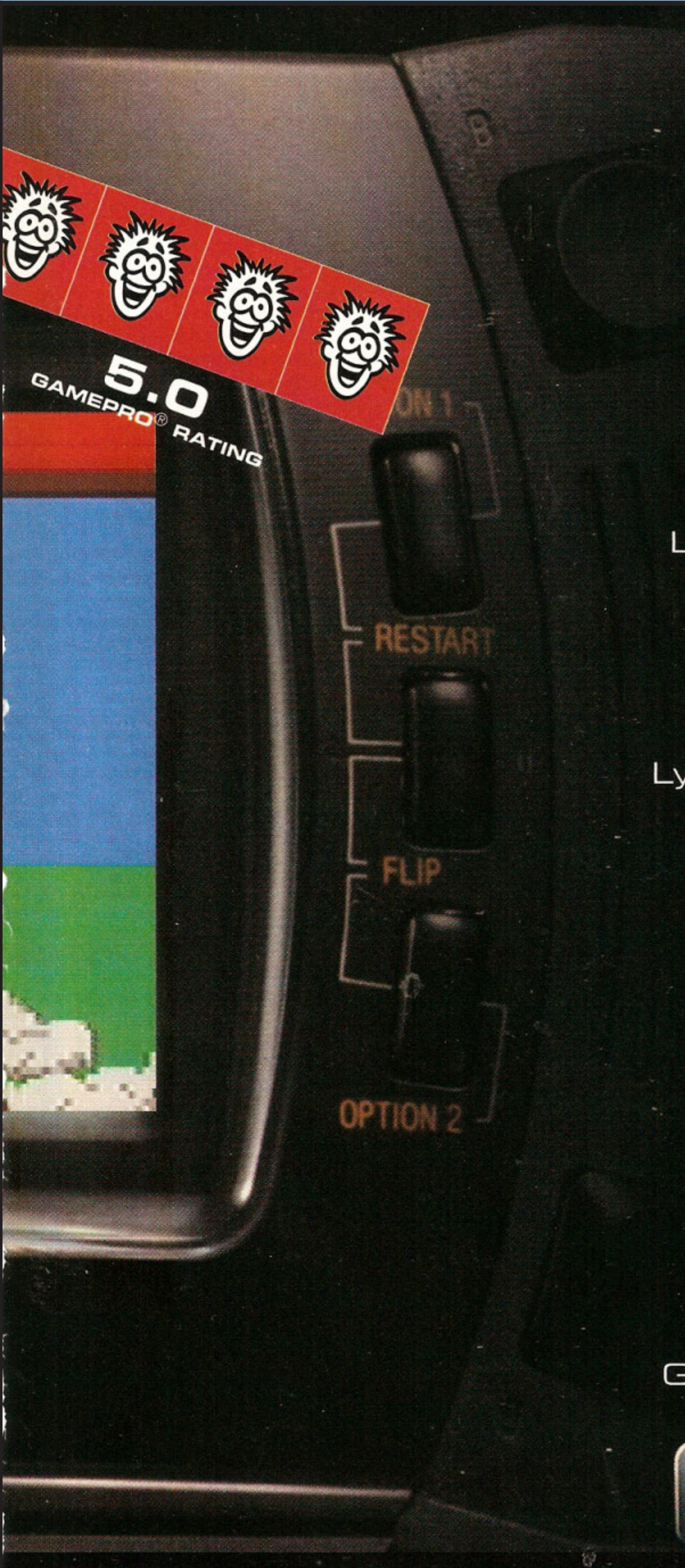



Location
Bombs
HEALTH 1844
THROW BOMB
1395
Option 1 Readout
Option 2 Readout
Health Units
Score

LYNX
Checkered Flag™
1-2 players
Lemmings™
1-2 players
OFF
Jimmy Connors' Tennis™
1-2 players
Dracula™
Warbirds™
1-4 players
AIR
ALT
ATARI

LYNX KICKS

Atari, the Atari logo, and Lynx are™ or ® of Atari Corporation. © 1993 Atari Corp., Sunnyvale, CA 94089-1302 All rights reserved. Checkered Flag, Dracula and Warbirds are™ and © 1992 of Atari Corp. All rights reserved. Lemmings and Jimmy Connors' Tennis are™ and ©. All rights reserved. Game Boy® is a registered trademark of Nintendo of America, Inc. © Nintendo of America Inc. All rights



Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.

LYNX

THEIR BUTS.

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Get to your store now, or call:

1-800-221-EDGE

Developers

Atari is a brand name owned by several entities since its inception in 1972, currently by Atari Interactive, a subsidiary of the French publisher Atari, SA. The original Atari, Inc., founded in Sunnyvale, California in 1972 by Nolan Bushnell and Ted Dabney, was a pioneer in arcade games, home video game consoles, and home computers. The company's products, such as Pong and the Atari 2600, helped define the electronic entertainment industry from the 1970s to the mid-1980s.

In 1984, as a result of the video game crash of 1983, the original Atari Inc. was split, and the arcade division was turned into Atari Games Inc. Atari Games received the rights to use the logo and brand name with appended text "Games" on arcade games, as well as rights to the original 1972–1984 arcade hardware properties. The Atari Consumer Electronics Division properties were in turn sold to Jack Tramiel's Tramel Technology Ltd., which then renamed itself to Atari Corporation.

In 1989, Atari released the Atari Lynx. A shortage of parts kept the system from being released nationwide for the 1989 Christmas season, and the Lynx lost market share to Nintendo's Game Boy which, despite only having a black and white display, was cheaper, had better battery life and had much higher availability. Jack Tramiel emphasized computers over game consoles but Atari's proprietary computer architecture and operating system fell victim to the success of the Wintel platform while the game market revived. In 1989, Atari Corp. sued Nintendo for $250 million, alleging it had an illegal monopoly. Atari eventually lost the case when it was rejected by a US district court in 1992.

In 1993, Atari positioned its Jaguar as the only 64-bit interactive media entertainment system available, but it sold poorly. It would be the last home console to be produced by Atari and the last to be produced by an American manufacturer until Microsoft's introduction of the Xbox in 2001.

By 1996, a series of successful lawsuits had left Atari with millions of dollars in the bank, but the failure of the Lynx and Jaguar left Atari without a product to sell. Tramiel and his family also wanted out of the business. The result was a rapid succession of changes in ownership.

Atari is currently a owned subsidiary of Atari, SA (formerly Infogrames), who is the current owner of the Atari brand and various other properties formerly belonging to Hasbro Interactive.

Epyx, Inc.

Epyx is a video game developer and publisher that was originally founded as Automated Simulations in 1978 by Jon Freeman and Jim Connelly. The initial focus of Epyx were strategy titles with the release of Starfleet Orion. They found fame with their sport titles depicting Olympic tournaments in the form of Summer Games and Winter Games (among others). The success of the sport titles and action titles such as Jump Man led to the focus shifting away from strategy titles to sports and action games.

In 1983, due to a disagreement, Jon Freeman left Epyx, and Jim Connely left shortly after as well. At a later stage, the company expanded to the hardware market, which was not successful and ultimately led to the company's demise. Epyx filed for Chapter 11 bankruptcy, and completely dissipated a few years later. By selling parts of their assets (such as the right to the Lynx console), Epyx dragged themselves out of the debt. However, those emergency actions did not result in a permanent resurrection of Epyx and the remaining members of Epyx decided to sell the company, which was bought by Bridgestone Media Group.

Beyond Games

Beyond Games was established between 1991 and 1992 by Kris N. Johnson, a self-taught programmer who had aspirations of entering into the video game industry during the 1980s. Johnson began coding with Atari BASIC and slowly built an understanding in how to program games. After Atari Corp. released the Lynx in 1989, he took an interest towards the system and proceeded to contact Atari in order to propose them several projects that focused on the console's multiplayer capabilities, which they eventually agreed to and offered Kris a development kit for $1000, becoming a licensed developer for the platform in the process despite his lack of professional experience in the field. Prior to his venture in video game development, however, Kris was also the owner of a nightclub during his youth, which served as a mean of recruiting staff for his company, among them being future WildWorks CEO Clark Stacey and designer Tim Huntsman.

In 2003, many of their employees, including Kris Johnson, would go on to form Smart Bomb Interactive (now known as WildWorks), where they continue to make games.

BlueSky Software, Inc.

BlueSky Software was an American video game developer situated in California formed in 1988 and had a successful run for 12 years before closing in March 2001, when parent company Titus Interactive was in financial trouble.

Blue Sky were most known for their output of sport games, primarily American Football and Baseball games. They also developed a few games based on popular movie licenses such as Jurassic Park and Arachnophobia.

NuFX, Inc.

NuFX, Inc., a studio in Illinois, was formed in 1990 by Lou Haehn and Pat Quinn. They were acquired by Electronic Arts on February 2004 and was merged into EA Chicago. Before their acquisition by Electronic Arts they had already worked with them on the NCAA March Madness, NBA LIVE and FIFA Soccer series.

NuFX are most known for Crüe Ball, Surf Ninjas, and the NBA Street series.

Songbird Productions

Songbird Productions was founded in 1999 by Carl Forhan to develop and publish games for all Atari consoles, from the 2600 to the Jaguar.

Songbird Productions have also acquired the rights to, and subsequently published, games that were in development in the early 90s that stalled when the Jaguar system was discontinued.

Imagitec Design

Imagitec Design was a video games development company founded in 1989, based in the UK. The main person involved was Barry Leitch, who worked as a composer for many of the company's soundtracks.

Imagitec Design interacted with other companies such as Atari Corporation, Gremlin Interactive, and Electronic Arts. In early 1997, Imagitec was purchased by Gremlin and renamed Gremlin Interactive Studios.

LYNX

The Atari Lynx is a 8/16-bit handheld game console that was released by Atari Corporation in September 1989 in North America, and in Europe and Japan in 1990.

The Lynx system was originally developed by Epyx as the Handy Game. In 1986, two former Amiga designers, R. J. Mical and Dave Needle, had been asked by former manager at Amiga, David Morse, if they could come up with a design for a portable gaming system. Morse now worked at Epyx, a game software company that had a recent string of hit games. Morse's son had asked him if he could make a portable gaming system, prompting a meeting with Mical and Needle to discuss the idea. Morse convinced Mical and Needle to develop the idea and they were hired by Epyx to be a part of the design team. Planning and design of the console began in 1986 and was completed in 1987. Epyx first showed the Handy system at the Winter Consumer Electronics Show (CES) in January 1989. Facing financial difficulties, Epyx sought out partners. Nintendo, Sega, and other companies declined, but Atari and Epyx eventually agreed that Atari would handle production and marketing, while Epyx would handle software development. Epyx declared bankruptcy by the end of the year, and Atari essentially owned the entire project; both Atari and others, however, had to purchase Amigas from Atari archrival Commodore to develop Lynx software.

The Handy was designed to run games from the cartridge format, and the game data must be copied from ROM to RAM before it can be used. Thus, less RAM is then available and each game's initial loading is slow. Atari also changed the internal speaker and removed the thumb-stick on the control pad before releasing it as the Lynx

The Lynx was initially retailing in the US at $179.95. Atari then showed the Lynx to the press at the Summer 1989 CES as the "Portable Color Entertainment System", which was changed to "Lynx" when actual consoles were distributed to resellers.

The Lynx started off successfully. Atari reported that they had sold 90% of the 50,000 units it shipped in its launch month in the U.S. with a limited launch in New York. US sales in 1990 were approximately 500,000 units according to the Associated Press. In late 1991, it was reported that Atari sales estimates were about 800,000, which Atari claimed was within their expected projections. Lifetime sales by 1995 amounted to fewer than 7 million units when combined with the Game Gear. In comparison, the Game Boy sold 16 million units by 1995 because it was more rugged, cost half as much, had much longer battery life, was bundled with Tetris, and had a superior software library.

In May 1991, Sega launched its Game Gear portable gaming handheld. Also a color handheld, in comparison to the Lynx it had a higher cost and shorter battery life (3–4 hours as opposed to 4-5 for the Lynx), but it was slightly smaller and was backed up by significantly more games.

Retailers such as Game and Toys R Us continued to sell the Lynx well into the mid-1990s on the back of the Atari Jaguar launch, helped by magazines such as Ultimate Future Games who continued to cover the Lynx alongside the new generation of 32-bit and 64-bit consoles.

During 1990, the Lynx had moderate sales. In July 1991, Atari introduced the Lynx II with a new marketing campaign, new packaging, slightly improved hardware, better battery life and a new sleeker look. The new system (referred to within Atari as the "Lynx II") featured rubber hand grips and a clearer backlit color screen with a power save option (which turned off the LCD panel's backlighting). It also replaced the monaural headphone jack of the original Lynx with one wired for stereo. The new packaging made the Lynx available without any accessories, dropping the price to $99. Although sales improved, Nintendo still dominated the handheld market.

In 1993, Atari started shifting its focus away from the Lynx in order to prepare for the launch of the Jaguar. A few games were released during this time, including Battlezone 2000. Support for the Lynx would not be formally discontinued until 1995. After the launch of the Sega Saturn and Sony PlayStation drastically caused the commercial failure of the Jaguar that same year, Atari terminated all internal game and hardware development and, in 1996, agreed to reverse merge with JTS, Inc., thus the Atari brand would leave the gaming market for good; the Atari properties were soon sold to Hasbro Interactive in 1998.

The Atari Lynx's innovative features include being the first color handheld, with a backlit display, a switchable right-handed/left-handed (upside down) configuration, and the ability to network with up to 15 other units via its Comlynx system (though most games would network eight or fewer players). Comlynx was originally developed to run over infrared links (and was codenamed RedEye). This was changed to a cable-based networking system before the final release. According to Peter Engelbrite, when players walked through the beam, the link would be interrupted. The maximum stable connection allowed was eight players. Engelbrite also developed the first recordable eight-player co-op game, and the only eight-player game for the Atari Lynx, Todd's Adventures in Slime World, using the Comlynx system. Each Lynx needed a copy of the game, and one cable could connect two machines. The cables could be connected into a chain.

LYNX
ATARI
POWER
ON
OFF
BACKLIGHT
OPTION 1
RESTART
FLIP
OPTION 2

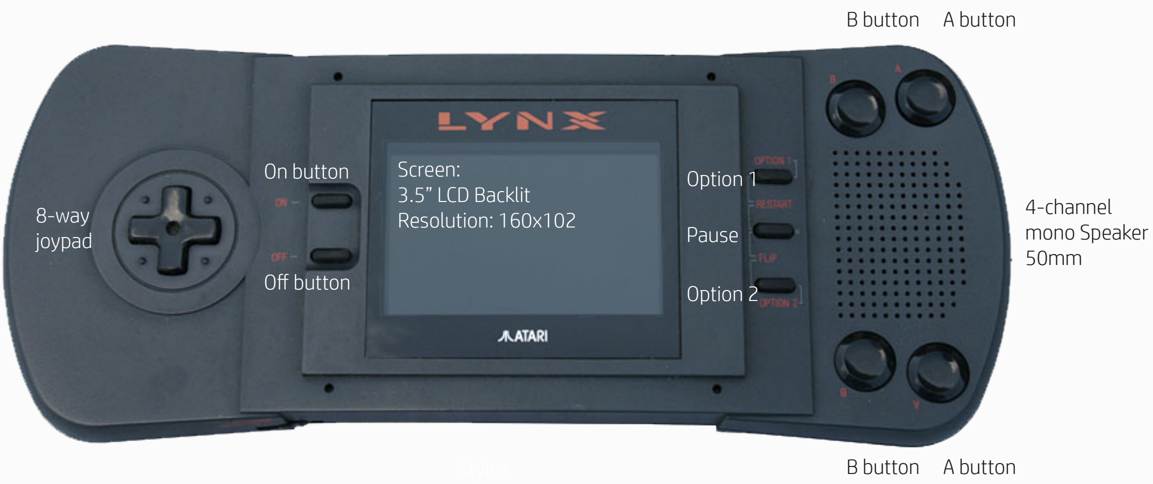
The Lynx was cited as the *"first gaming console with hardware support for zooming and distortion of sprites"*. Featuring a 4096 color palette and integrated math and graphics co-processors (including a blitter unit), its pseudo-3D color graphics display was said to be the key defining feature in the system's competition against Nintendo's monochromatic Game Boy. The fast pseudo-3D graphics features were made possible on a minimal hardware system by co-designer Dave Needle having *"invented the technique for planar expansion/shrinking capability"* and using stretched, textured, triangles instead of full polygons.

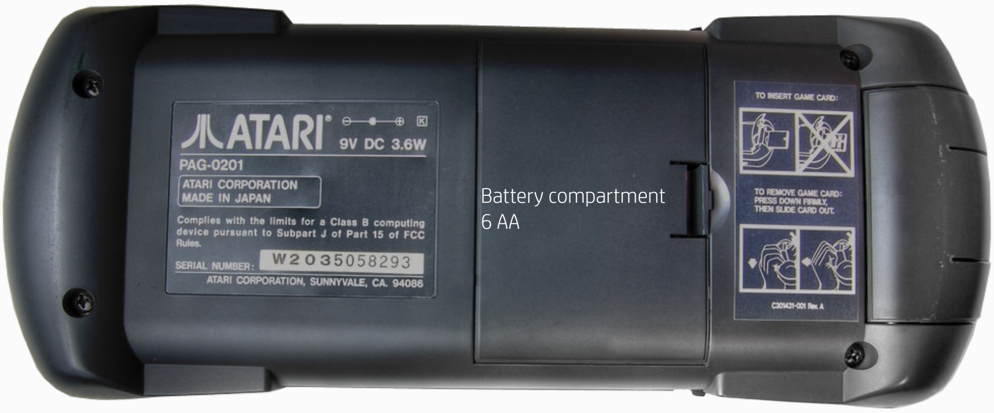
The game system was reviewed in 1990 in Dragon, which gave the Lynx 5 out of 5 stars. The review states that the Lynx *"throws the Gameboy [sic] into the prehistoric age"*, and praises the built-in object scaling capabilities, the multiplayer feature of the ComLynx cable, and the strong set of launch games.

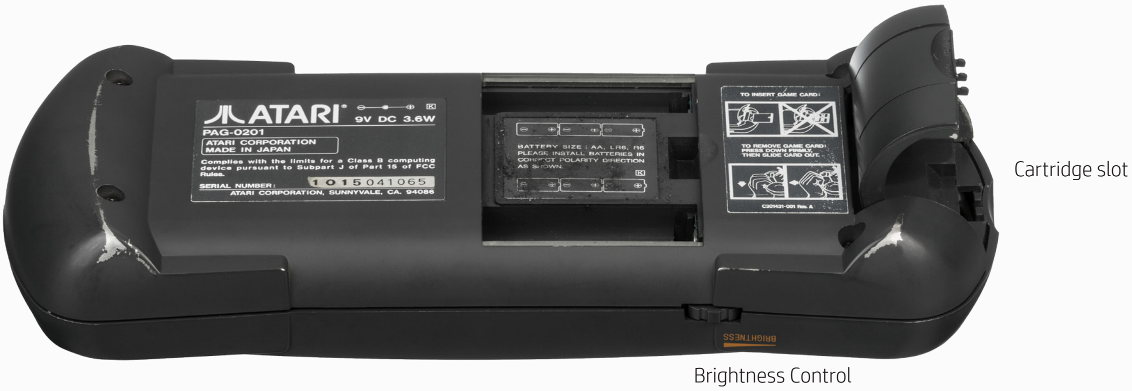
The infrequency of Lynx software releases and the system's minimal marketing budget have been cited as the main factors in its commercial failure.

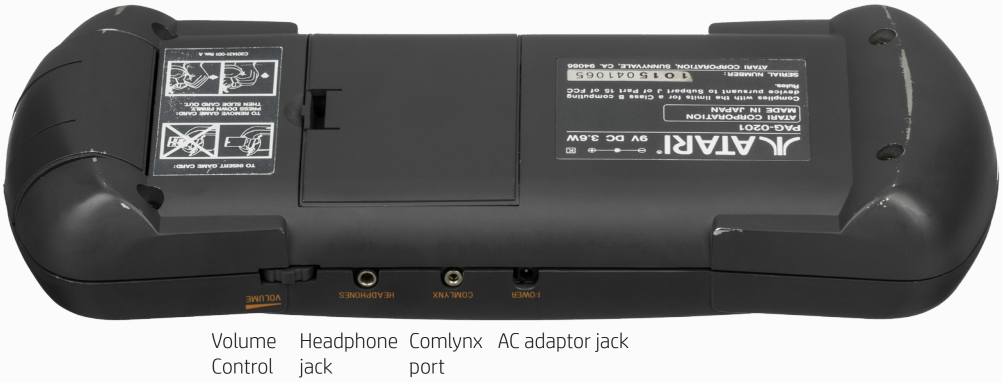
In 1999, Hasbro, which would continue to hold on to the Atari properties until 2000, released all development rights on the Lynx, as well as all patents relating to the Jaguar, into the public domain, and thus the two platforms were declared open to everyone.

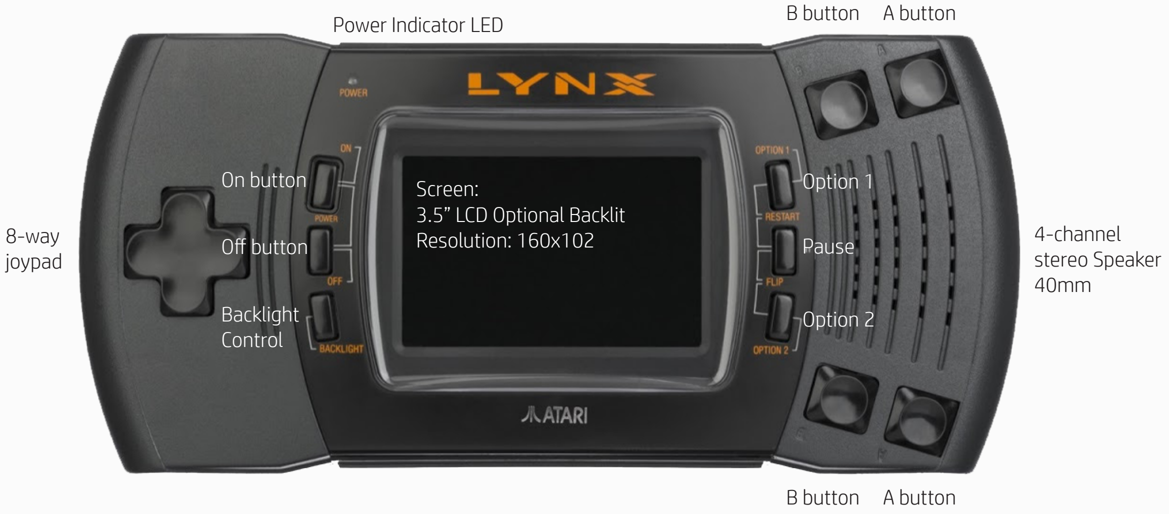
In 2008, Atari was honored at the 59th Annual Technology & Engineering Emmy Awards for pioneering the development of handheld games with its Lynx game unit.

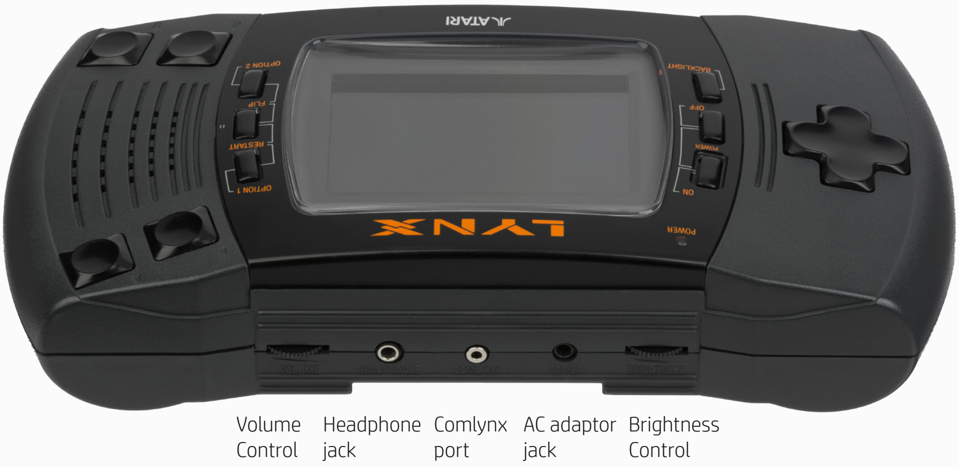

B button
A button
8-way joypad
On button
Off button
Screen:
3.5" LCD Backlit
Resolution: 160x102
Option 1
Pause
Option 2
4-channel mono Speaker 50mm
B button
A button

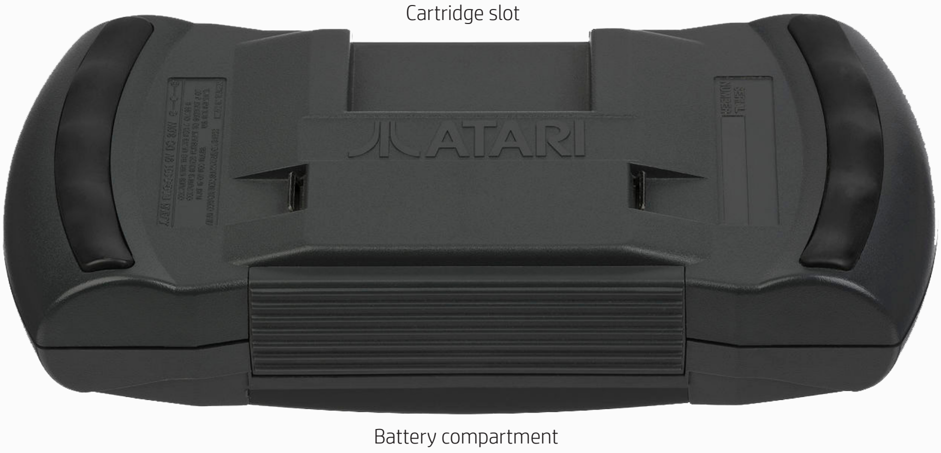

Battery compartment
6 AA


Cartridge slot
Brightness Control


Volume Control
Headphone jack
Comlynx port
AC adaptor jack


Power Indicator LED
B button
A button
On button
Off button
Backlight Control
8-way joypad
Screen:
3.5” LCD Optional Backlit
Resolution: 160x102
Option 1
Pause
Option 2
4-channel stereo Speaker 40mm
B button
A button


Volume Control
Headphone jack
Comlynx port
AC adaptor jack
Brightness Control


Cartridge slot
Battery compartment

Text are from: Electronic Gaming Monthly - issue 4 - November 1989

LYNX:

AN INTERVIEW WITH THE MEN BEHIND THE MACHINE

By John Jermaine

Late in ‘88, people started hearing about something called the “Handy Project”. During those days, EGM (Electronic Gaming Monthly) had the following information to work with: (1) Epyx was developing a new hardware entertainment unit, and (2) the two creators of the system had also been members of the Amiga design team. After playing with their unit a while, EGM reporter, John Jermaine, said that the “Handy Project”, now known as the Lynx game system, was in a class by itself. He had a talk with Dave Neekle and R.J. Mical (the two designers of the system) and they told him about their new 16-Bit machine, how it came into existence, and all of the incredible things it could do.

On the question on how the project began;

Needle: *In August of 1987, R.J. and I went out to lunch with Dave Morse (the Chairman and CEO of Epyx). We all went down to this little cafe, near R.J.’s place, that sits on the side of a lagoon. The scenery was beautiful, the weather was perfect, and half-naked women were all around us. In case you haven’t been here, that is the California version of paradise. So during the course of this great meal, we talked about developing an incredible new gaming system. It would be totally portable and unlike anything currently on the market.*

Mical: *Then I asked the question of the hour: Who’s gonna pay for lunch? Morse said “I’ll pick up the tab if you design ‘Handy’ for me.” We agreed to his terms and that was that. So both of us rushed home, packed our bags, moved into the office, and here we are today!*

Needle: *We also though working for a software company might bring a few babes our direction as well.*

On what some of the different features the Lynx have;

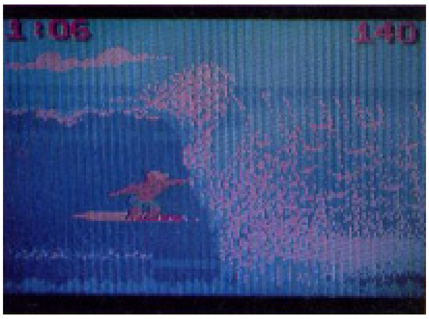
Needle: *You initially notice the machine’s 3 1/2” color LCD display, the 2” diameter speaker, and a series of controls. These controls consist of two fire buttons, five function buttons, volume and brightness controls, and a thumb joypad (which closely resembles its counterpart on the NES). The machine can be powered by six ordinary “AA” batteries. Different ports allow you to use headphones (for private listening), an AC power adapter, and a special multi-player option. The unit itself measures out at a mere 4 1/2” x 101/2” x 1 1/4”.*

Mical: *The Comlink feature really hasn’t demonstrated its full potential yet. We’ve had four players competing in a single game, but the hardware supports up to 16 users at a time. Epyx is currently developing a road race that should be on the market by Christmas. Sixteen players will be able to link their systems together and compete against each other in the race. It’s also interesting to note that a single cartridge brings the game to all of these units. In other cases, the maximum number of players is determined by the software itself.*

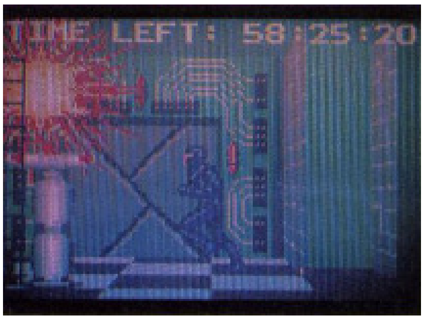
On the question on what microprocessing chips where incorporated into the system and why;

Needle: *First of all, consider what we were trying to accomplish. R.J. and I developed a sophisticated silicon engine that rapidly updated graphics on the screen, generated incredible 4 channel sound, and did all kinds of incredible stuff. So we had the engine, but needed something to drive it. So we picked what was clearly the highest performing CPU in a certain size and price range. And that was the 65CO2.*

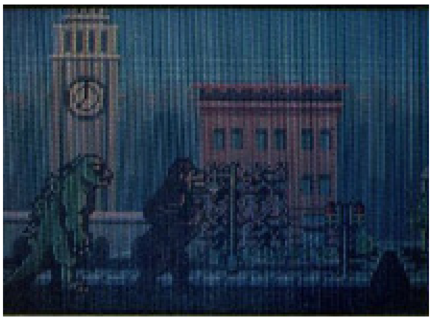
Mical: *Some people believe it’s less of a processor that the 68000, for example. That series of chip was used in the Amiga, but it wouldn’t make our machine do things any better. In fact, it would only make the unit larger and more*



California Games, which comes packaged as part of the Lynx package, it the best version of the Epyx classic.



Electrocop is a combination action-adventure-shooter that features multi-scrolling hallways and lots to do!



Lynx's Rampage Deluxe is a souped-up version of the original arcade classic that features side-scrolling landscapes!

expensive. It's also harder to write 68000 code, so we definitely made the right decision.

Here's some additional food for thought. Our sprite engine (that creates graphic for the Lynx) is easily 20-30 times more powerful than the Amiga sprite engine. The CPU, which controls the game logic, enemy intelligence, and stuff like that, is the same one found in the Commodore 64. But our microprocessor runs at a clock speed four times faster than the 64. In case you haven't heard the term, clock speed tells us how many frames of graphics come up every second a program runs. On most systems you try to produce 60 frames of graphics per second. When that isn't possible, the programmer can't achieve 60 frames on the Lynx, he can run things at 59.9 frames per second. Yes, we can actually customize the frame rate of the unit. Put all of these elements together in a case, and you definitely have a "killer" machine.

They explain why they included as may as 4,096 colors (the same paint palette as the Amiga) for such a small system to use;

Mical: *Why not? Any game machine that doesn't possess that many colors these days doesn't have a future.*

Needle: *Just this morning, I went down to Epyx's test lab. As luck would have it, they had the same space game running on a number of systems (the ST, C-64, IBM, Amiga, etc.). Anyway, one version of the program looked better than all the rest. And it just happened to be running on the Amiga. Why did it look so good? The presence of 4.096 colors allows you to generate striking scenery, beautiful explosions, and fantastic 3-D graphics. That's what everyone wants, and that's what we're going to give them.*

> "Lynx programmers can also produce unlimited sprites (at any given size) for their games. In other words, you can have any number of moving objects on the screen, and they can be as large as you want them to be."

Mical: *We actually settled on using 4.096 colors because the LCD glass has limitation in its drivers. Dave and I thought about adding more hues to the palette, but that simply wasn't possible. Incidentally, the Lynx has a resolution of 160 horizontal by 102 vertical square pixles. It can also display 16 different colors at any given moment.*

They talk about the sound system employed by the Lynx;

Needle: *Each of the four channels contains an 8-Bit digital-to-analog converter. When all is said and done, the unit produces and amazing assortment of algorithmic sounds and also plays back perfect digital speech!*

On how the Lynx cartridge compare to other video game cartridges;

Mical: *That's a difficult question to answer. I get amused when people advertise their 1 meg and 2 meg games. In reality, they're talking about the number of bits in the code and not the number of bytes. So they make their product sound better by saying their cart features a 1 meg game, instead of referring to it as a 128K of code (meaning 128K bytes rather than 1 megabit). Our cartridges can store up to 2 megabytes, or using the competition's terminology, up to 16 meg! The Lynx uses card-sized game packs similar to those found on the TurboGrafx and Sega Master System.*

If it possible to interface the Lynx with the average television set;

Needle: *The Lynx wasn't designed to perform that task. In fact, it would have limited the machine's capabilities, while defeating the purpose of the unit in general. I envision children on long drives, happily playing video games for hours on end. Other people will use our unit in the air, on the water,* *at picnics, and on the beach. We want the dedicated game fanatic to take the system everywhere he goes. Suer, anything is possible. But we have no plans to modify our design.*

Talking about other features of the Lynx;

Needle: *The Comlink serial port is also connected to a general purpose (UR) device located deep within the unit. This means other hardware peripherals may use the port for other operations. An external joystick is a definite possibility, but we really aren't worried about optional stuff right now. Getting the system in the hands of consumers is our main concern at this time. Incidentally, the port also runs at midi baud rates. So it's possible to interface your midi-type synthesizer with the Lynx. Again, there are no plans produce such package in the near future.*

Mical: *Lynx programmers can also produce unlimited sprites (at any given size) for their games. In other words, you can have any number of moving objects on screen, and they can be as large as you want them to be. Epyx is currently developing a unique golf game, where the player sees things as the ball might see them (once it has been hit). This program features over 700 sprites, while the average home computer game usually contains several dozen sprites. After examining these statistics, it's easy to see that our golf game display an incredible amount of detail. Here is another point of interest: the maximum clock speed of the unit is 16 mega-hertz. This means that the Epyx game system operates faster than any other video game console ever made. The Lynx also features 64K of RAM. Then you have smooth visual scaling, where an object gradually becomes smaller as it moves away from your position (and vice versa). I could go on and on about the Lynx, but four factors stand out above the rest: (1) this incredible portable unit delivers high-quality graphics and sounds, (2) it's easy to manipulate the controls, (3) the games are very challenging, and (4) adults will enjoy it as much as the kids. By the way, California Games comes packaged with the system, so users have access to a great game from the moment they open the box.*

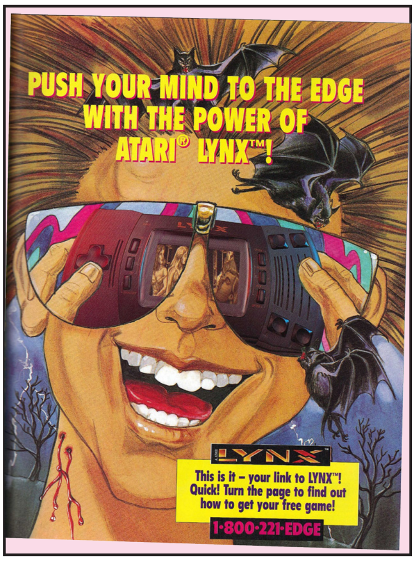
They tell an amusing story about the development of the product;

Mical: *Let's go back in time to this year's January Consumer Electronics Show (which was held in Las Vegas). As you already know, that was the first place we showed the Lynx to a limited number of people. Once a non-disclosure was signed, they were escorted back to a private room where the unit was set up on a table. Most of our guests didn't seem to notice a ribbon coming out of the machine and leaving the room through a hole in the wall. Dave and I were on the other side of that wall, carefully monitoring the guts of the system. In fact, we were surrounded by computers and huge breadboards of electronic components. And it got fairly warm in there too.*

So why did we go to all this trouble? Dave and I wanted to create an accurate simulation of the completed product. To make things look right, we had to put all the electronic stuff in a totally separate chamber. We also had a code set up with the marketing people (on the other side of the wall). Whenever a client had seen enough of a game, they pressed a special button, and a tiny light came on in our room. Pressing it twice was the signal to skip the next game on the list. This simple arrangement worked out well until someone started pressing the button over and over again. We couldn't figure out what this individual wanted, so Dave and I poked our heads out the door to see what was going on. We saw some oriental businessmen, talking things over with our marketing staff. But one member of the group was still observing a game on the Lynx. He had apparently discovered our secret switch and wondered what it did - it produce two bewildered game designers.

Andy Marken of Marken Communications, the public relations company for the Lynx, talk about what the status of the system is at the moment;

Marken: *First of all, limited quantities of the system (around 80,000) will be available in New York and Los Angeles stores by later September. Epyx also informs me that 10 new games for the unit will probably be available by Christmas. Even though no accessory items have officially been announced, an AC adaptor that connects to your car cigarette lighter, should be on the market by the end of '89.*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Article from: Electronic Gaming Monthly

POCKET ARCADE

Atari and Epyx join forces to take on GameBoy with a portable system of their own! It has more features, better graphics, and best of all -

COLOR

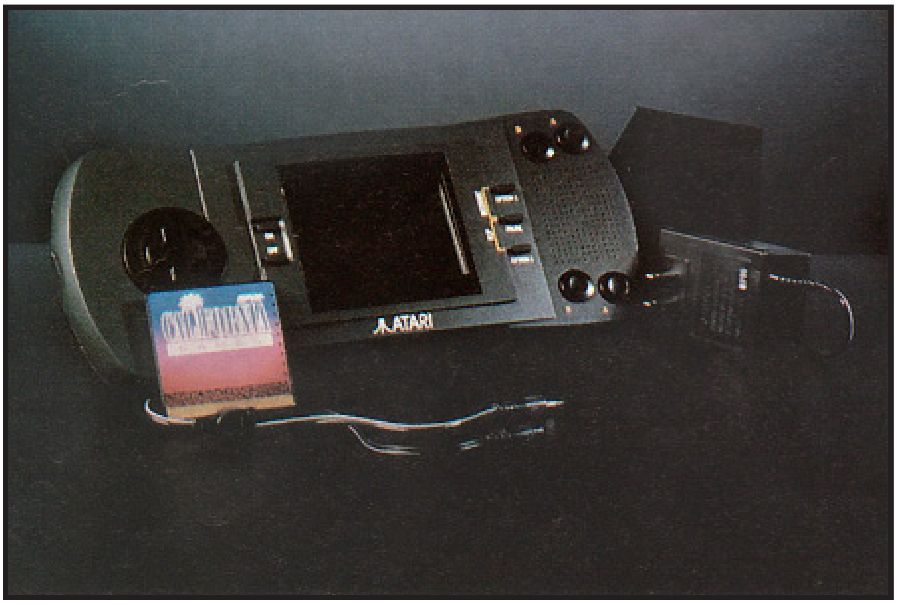
Ever since Electronic Gaming reported the first information on the top-secret Epyx hand-held game system last year, the video game industry has been buzzing over the possibilities of a portable gaming. A cartridge-based game machines that can go anywhere seemed to have definitive advantages over the pocket games that used permanently burned LCD displays and could play only one game.

Before Epyx could get their system completed and out the door, however, the gaming super-powers at Nintendo stepped in with a hand-held of their own. The Nintendo GameBoy (EGM Vol.1-No.2) blew us away with a solid game play in a compact package that includes smooth scrolling NES-quality sounds, and decent black and white graphics (with variable levels of shading) on a dot matrix screen. GameBoy also has other features such as the Video Link, which connects two GameBoys for head to head play, and a standard Nintendo flat pad controller built-in to the unit itself!

While all eyes were tuned towards Nintendo, however, Epyx quickly finished their portable game machine, code-named Handy, and struck up a super-secret deal with Atari Corporation to build and distribute the world's first color hand-held as well as assist in game development. The new Atari-Epyx alliance enables Atari to go head-to-head with GameBoy and show off the next generation of portable gaming today!

The Lynx is far superior to GameBoy in many ways. The most noticeable difference between the two systems is the delivery of the screen image and game action. While GameBoy uses a 2” black and white LCD screen that has several different levels of shading, the Lynx has 3 1/2” full color TV-quality monitor that can produce dazzling displays in over 4,000 colors! The Lynx also has a higher level of resolution (the 150x102 screen looks like an Amiga since the screen is much smaller) which allows the system to create highly detailed arcade-quality characters and backgrounds. The graphics chip employed by the system gives the Lynx games the same look and feel of the new 16-bit systems! It’s really that good!

The Lynx hardware is also far superior to the GameBoy. In fact it’s far superior to just about any 8-bit game system in existence, including the Nintendo and Sega. Not only can the system duplicate the scrolling features of the GameBoy, it also has the scaling and zoom function that are usually found only in high-tech arcade games (not even the Genesis and TurboGrafx-16 has these abilities)!

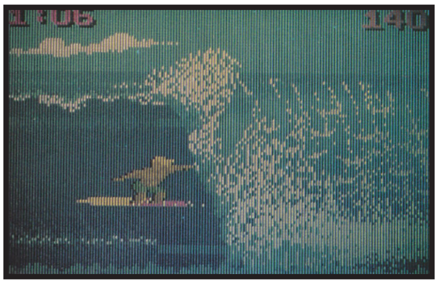


Designed and developed by RJ Mical, the wizard behind the Amiga computer, the Atari/Epyx portable game machine is more advanced than most full-sized systems!

This means that the Lynx will be able to produce exciting first-person perspective games like After Burner and Pole Position, where game characters and backgrounds starts out small in the background and increase in size as distance is covered, with relative ease. Several Lynx games already take advantage of these function with incredible results!

GameBoy boasts of multi player games that allow players to go head-to-head simultaneously with two systems and two game carts. A special Video Link adaptor cord allows the GameBoy to do this. The Atari machine has a similar device called Com-Link, but instead of just two gamers, the Lynx can connect an unlimited number of players together and, best of all, needs only one cartridge to fuel all the systems! The system does this incredible feat by downloading information from the cartridge and storing it in the Lynx brain. As the player progresses, the machine accesses the game code. In some instances the unit may not be able to handle all of the game levels, so a certain amount of “updating” may be necessary. This is small drawback, however, when you realize that only one person needs to buy a multi-player game for everyone to enjoy. That’s pretty generous!

The Lynx system itself is black, very sleek in appearance, and larger than the Walkman-shaped GameBoy. The game controls are familiar; a flat pad is located on one side of the machine while two pairs of buttons flank the game screen in the center of the unit. The extra pair of “A” and “B” buttons are part of another one of the Lynx’s interesting features. By activating a special “Flip” mode, you can flip the screen image upside-down, turn the entire system upside-down, and enjoy the game as a leftie! There’s also a sunshield that makes it easier to play with the Lynx outside. The Gameboy suffers from the opposite problem: its display isn’t backlit and thus requires all the light it can get!



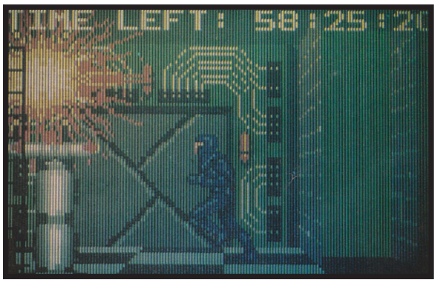
California Games - *The Epyx computer classic that holds true to form on the LYNX! Packaged with the system, California Games contains all the surfin’ and skatin’ adventures from the original game!*

LYNX GAMES

As a game system, the Lynx is extraordinary, but how many games will it have to play and are they good?

Epyx currently has finished six games for the Lynx that all borrow from familiar themes or recognisable titles. Among the first games, which will retail for $19.95, are Epyx’s Impossible Mission and California Games (which comes with the system), Monster Demolition, Blue Lightning, Time Quests and Treasure Chests, and The Gates of Zendocon. All Six have fantastic graphics and play and who off the system’s abilities to their fullest. In Impossible Mission, for example, you can proceed to different levels by walking through doorways which quickly zoom forward as if you’re walking down a hallway. The effects is very well done.

Although several big guns have expressed interest in the Lynx future games for the system are a bit more questionable. Both Epyx and Atari are pledging to support the system with inhouse development, but third-party support remains unknown at this point.



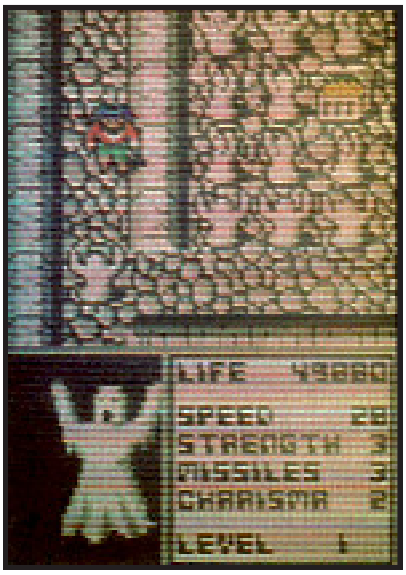
Impossible Mission - *Take on the criminal droid’s in this Lynx translation of one of Epix’s all-time favorites. Spectacular scrolling screens and animated sequences make this the best Impossible Mission ever!*

PRICE

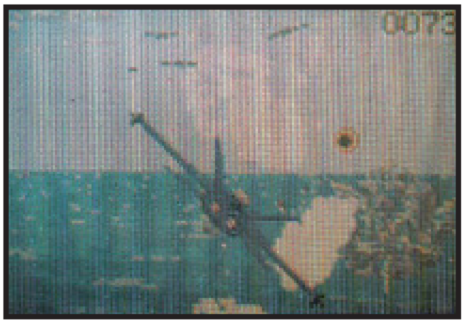
With all of the fantastic goodies loaded into the Atari Lynx, the price is much higher than any existing game system. The $149.95 retail price tag (which gets you the Lynx, the Com-Link, a carrying case, sun shield, power supply, and California Games) brings the Lynx close to the same level of the 16-Bit systems that will be released about the same time as the portable machine in September. The Lynx games are around the same price as the GameBoy carts (which list for $24.95), but the higher cost of the main unit may tempt some who wants the thrills of hand-held gaming to retreat to the less explosive and lower-priced GameBoy.

THE FINAL WORD

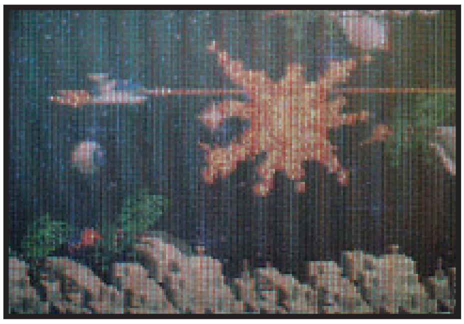
In addition the price factor, the Lynx must also contend with GameBoy’s legion of licensees as well as the highly popular Nintendo name. While there’s no comparison between the stems or their ability to play games (Lynx wins hands down), the real winner will be the machine that plays hot arcade properties and home favourites and home favourites. In the end you will have the final word whether you want to play a full-color game of original design (there are some negotiations going on for big arcade names on Lynx - but nothing is finalized), or a black and white version of Castlevania or Super Mario.



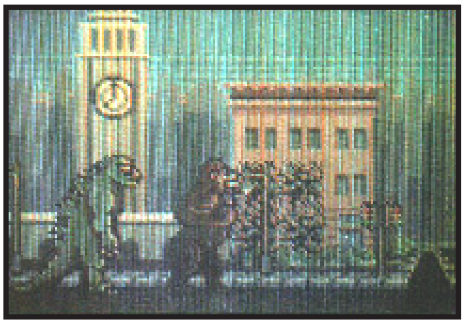
Time Quests & Treasure Chests - *A blend of action and RPG with shades of Gauntlet thrown in for good measure! In Time Quests you assortment of locations on your way uncovering the Star Gem - a stone of eternal life!*



Blue Lighting - *In this After Burner-inspired shooter, you take control of the fastest warplane in the world. You must fly through the enemy defenses to reach specified target areas. A bit repetitive, but there are some nifty effects.*



The Gates of Zendocon - *Zendocon, our favourite Lynx game, has great Gradius-like action and super scrolling. Lots of options and power-ups, as well as a wide variety of attackers make Zendocon a definitive "hit"!*



Rampage - *This game can easily be described as "Super Rampage"! You and a friend control ferocious monsters who wreak havoc on a scrolling city skyline. It's a borrowed theme, but it looks and plays great!*

LYNX VS. GAMEBOY

Direct head-to-head comparison usually yield the most revealing information about competing products, and the Lynx vs. GameBoy is no different. While each unit has its own strengths and weaknesses, one appears as the better machine while the other looks like it will have better software support.

	GAMEBOY	LYNX
PROCESSOR	8-Bit Z-80	8-Bit 65CO2
PRICE	$89.95/$24.95 Games	$149.95/$34.95 Games
GAMES	5 plus 20 in development	6 plus ? in development
BATTERY LIFE	Up to 20 Hours	Up to 5 Hours
MULTI-PLAYER	Up to 2 Players/2 Carts	Up to 16 Players/1 Cart
COLORS/RESOLUTION	160x140	4.096/160x102

Commercial Atari Lynx Games

There are various sites online that have variations on their lists of the official games released for the Lynx, with numbers often between 71 to 76 games (wikipedia lists 76 games). I have used the list from “atarigamer.com”, which have set the list to 71 games.
Atarigamers’ criteria for an officially released game is that the game must have been released commercially during the ‘Atari Era’ i.e. 1989 - 1995, on an official (dark grey) flat, ridged or curved lip cartridge type, with either the standard or big box packaging and endorsed by Atari.

It is not too difficult to find all of the commercial Lynx game, though there are some more rare games in the collection.

Lynx games were released in three different cartridges, making several variations for some games.

The following pages consist of the commercial games for the Lynx handheld game console.

EGM issue 5 - December 1989

LYNX STUMBLES IN ‘89

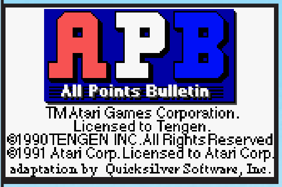
After much excitement surrounded the Atari color hand-held during the CES, several problems have snagged the planned release of the unit until sometime in 1990.

Besides not being able to get enough of the color displays to meet demand, the company that designed the Lynx and sold it to Atari, Epyx, appears to have gone out of business, despite the multi-million dollar advances from Atari and promises to continue development work on the Lynx. Software deliveries (which included the first six Lynx games) didn’t come on time and a breakdown within Epyx threatened to destroy the Lynx entirely! Fortunately, things appear to be back on schedule, with new game work assigned to the Atari development facility in Chicago, as well as licenses in the U.S. and Europe.

THE CAT WANTS TO PLAY...
LYNX

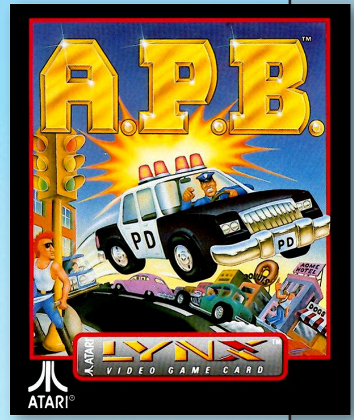
APB

7.9



APB
All Points Bulletin
TM Atari Games Corporation.
Licensed to Tengen.
©1990TENGEN INC. All Rights Reserved
©1991 Atari Corp. Licensed to Atari Corp.
adaptation by Quicksilver Software, Inc.

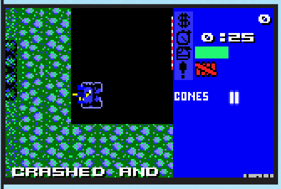
Developer	Quicksilver Software
Publisher	Atari
Release date	1991
Genre	Action
Mode	1 Player

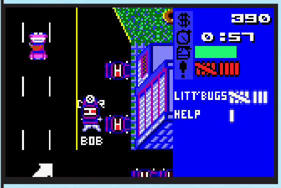


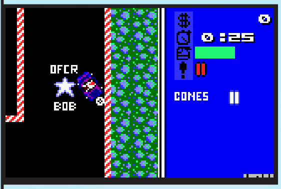
APB ("All Points Bulletin") was released in arcades by Atari Games in 1987. Ports were first released for the Amiga, Atari ST, Commodore 64, and ZX Spectrum, and later for the Lynx.

The player assumes the role of "Officer Bob," a rookie police officer. As Bob, players drive around the city, ticketing motorists for minor infractions and pulling over more serious offenders. Eventually, players must apprehend criminals for which an all-points bulletin has been called.

The game's action is presented with an overhead view of the squad car. Car upgrades are available, to be bought from the reward money. Players earn Demerits by crashing, wrongly arresting innocents, or failing to meet their quota. Too many demerits and it is game over.







N P

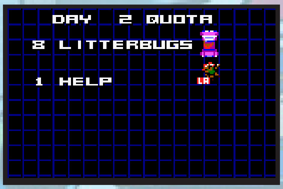
According to members of the team that worked on the arcade game, APB had an extended development process. Throughout the lengthy development, new gameplay ideas such as the in-game shops were continually added. The developers admitted that as a result, the final game may have been overly complex.

The arcade release enjoyed moderate success in the marketplace. Its high-resolution graphics and novel cabinet design, with the flashing lights atop, added to its initial appeal. The game was noted for its increasing difficulty, with The Games Machine calling it at times *"utterly frustrating."* However, the unique gameplay and the game's cartoonish graphics and sound along with its humor were well-received.

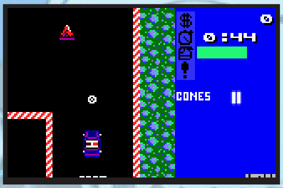
The Lynx version was reviewed by CVG Magazine in their August 1991 issue giving the game a score of 88 out of 100. Robert A. Jung also reviewed the game on the Lynx calling it *"decent adaptation of the original game"* and that *"The gameplay is fair, and is enhanced by some very appropriate and entertaining sound and graphics."* Giving a rating of 8.5 out of 10. Raze Magazine also reviewed the game in their September 1991 issue. Julian Boardman liked the colourful cartoony graphics, sounds and found the game funny, but after a while irritating. He also found the game quite tricky to master and gave a score of 83%.

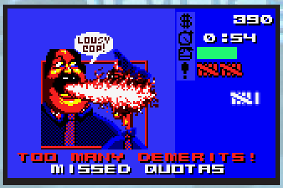
The game came to the GameCube, PS2 and Xbox as part of Midway Arcade Treasures 2 and to Windows as part of Midway Arcade Treasures Deluxe Edition. It was released again as part of the compilation Midway Arcade Origins in 2012.

APB
ALL POINTS BULLETIN
TM ATARI GAMES CORP.



DAY 2 QUOTA
8 LITTERBUGS
1 HELP



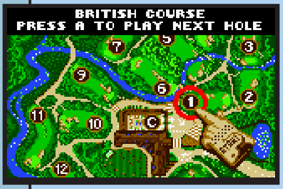


WRRR!
This Will Slow you down!

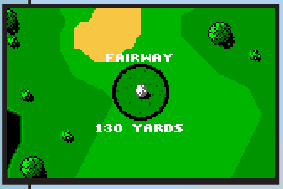
Awesome Golf

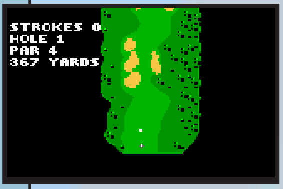
9.0

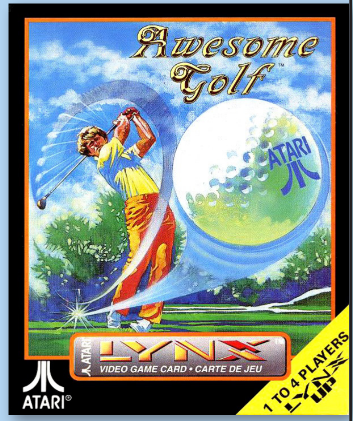
AWESOME
GOLF™



STROKES 0
HOLE 1
PAR 4
367 YARDS







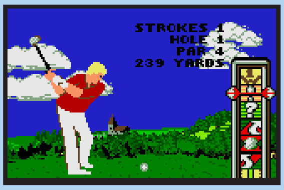
Developer	Hand Made Software
Publisher	Atari
Release date	1991
Genre	Sports
Mode	1 (-4) Player(s)

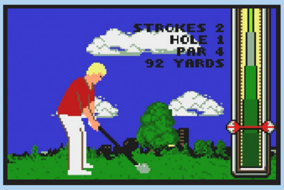
Awesome Golf is a 1991 golf game released by Atari Corporation in North America and Europe exclusively for the Lynx.

The game is similar to Top Player's Golf and other golf titles from the era, where players compete in matches on various golf courses set across three countries of the world.

The gameplay involves players lining up their shot via an overhead view which when set up switches to a third person view. Whilst in this view players need to swing the club and stop it at the desired power and then stop it on the correct symbol to get the perfect hit. If they don't get it right they will either miss the ball or hit the ground.

There are three game modes and multiple golfers to choose from at the main menu: Medal is the main single-player mode where one player participates in 18 holes. Practice is essentially a training mode. Lastly, there is Driving mode. Before starting each mode, players can configurate a set of options on the menu screen such as the number of holes to play through. Players also have the option of consulting with a gopher caddie called Chipper for advices and tips in how to complete a course before hitting the ball during gameplay. Multiplayer is a heavy focus of the game, as up to four players can compete with each other by connecting four Atari Lynx units via the system's ComLynx port.



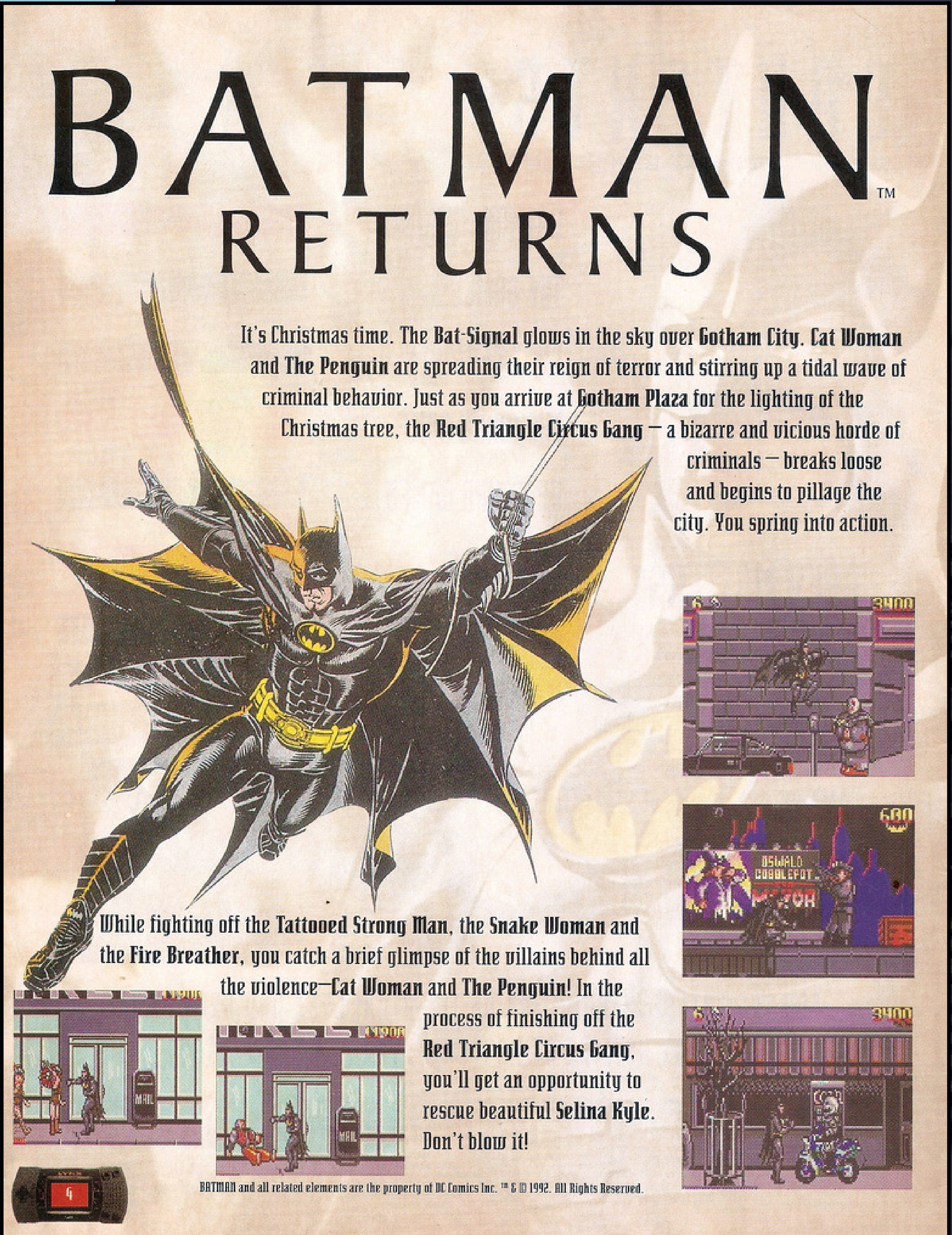


N P

Atari Corporation were already planning to release a four-player golf game for the Lynx as early as May 1990 under the title Masters Golf, however it did not have a concrete release date. Its original internal working title was Lynx Links, however Atari Corp. failed in registering said title, as the name "Lynx" was already in use at the time.

Awesome Golf was made by most of the same team that would later work on various projects for Atari such as Kasumi Ninja on the Atari Jaguar. The development was helmed by a small team at Hand Made Software with Atari producer Juliana Wade leading its creation, while both Jim Gregory and Rob Nicholson served as the game's designers. Jim Gregory and the team at Hand Made Software recounted the project's development process in a 1992 issue of British fanzine Lynx User, where they stated that Atari wanted a title which could appeal to audiences of all ages, as well as the controls *"to be quick to learn"* and realistic visuals instead of polygons as with other golf titles from the era.

The team at Hand Made Software had to develop a new zoom technique for the game as well, as the Lynx can only zoom into graphics of a certain size. During development, the cost for a 2 megabit cartridge was reduced, allowing the team to improve visuals and the inclusion of Chipper due to the increased memory size.



BATMAN™ RETURNS

It's Christmas time. The **Bat-Signal** glows in the sky over **Gotham City**. **Cat Woman** and **The Penguin** are spreading their reign of terror and stirring up a tidal wave of criminal behavior. Just as you arrive at **Gotham Plaza** for the lighting of the Christmas tree, the **Red Triangle Circus Gang** — a bizarre and vicious horde of criminals — breaks loose and begins to pillage the city. You spring into action.

While fighting off the **Tattooed Strong Man**, the **Snake Woman** and the **Fire Breather**, you catch a brief glimpse of the villains behind all the violence—**Cat Woman** and **The Penguin**! In the process of finishing off the **Red Triangle Circus Gang**, you'll get an opportunity to rescue beautiful **Selina Kyle**. Don't blow it!

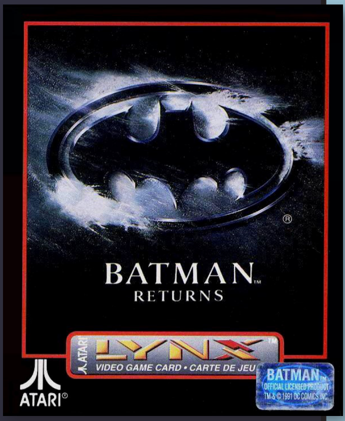
BATMAN and all related elements are the property of DC Comics Inc. ™ & © 1992. All Rights Reserved.

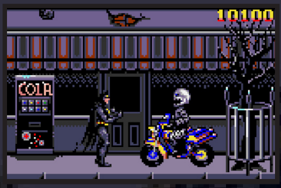
Batman Returns

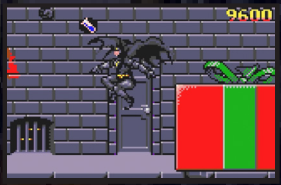
5.9

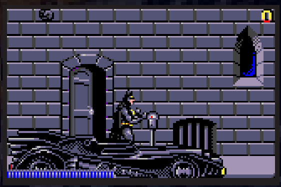
BATMAN
RETURNS

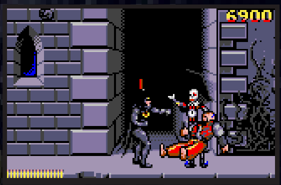
Developer	Atari
Publisher	Atari
Release date	1992
Genre	Action-beat ‘em up
Mode	1 Player

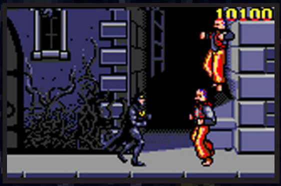


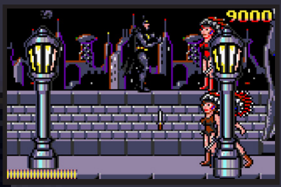


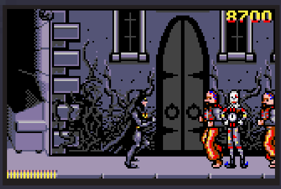












Batman Returns on the Atari Lynx is a side-scrolling action-beat ‘em up game where players take control of Batman through four increasingly difficult stages fighting against multiple adversaries such as the Red Triangle Gang in order to stop both Catwoman and the Penguin from spreading terror across Gotham City as the main objective. Along the way, Batman can grab a variety of items to aid him on his journey against enemies such as batarangs and bat-shaped health pickups.

Batman Returns on the Atari Lynx was created by most of the same staff that worked on previous projects at Atari Corp. for their platform such as Checkered Flag, Klax and Warbirds, among others. Its development was supervised by producer John Skruch, with both Eric Ginner and Jerome Strach acting as co-programmers.

John Skruch recounted the game’s creation process and history through publications like Atari Explorer. Skruch stated that Atari undertook the project in September 1991 but due to the movie’s tight production schedule, the team did not received a preliminary synopsis of the plot until November of the same year. Conceptualization began at that point until other original production materials such as stills and a shooting script arrived on January 1992, when the development team was prepared to start programming work.

When designing the game, Skruch and the team wanted to convey major scenes of the film in an action game format, while gameplay was made to resemble the Lynx version of Rygar. The team also ensured that the portrayal of Batman’s sprite was accurate to the film as well. Due to opting in having the game complete to coincide with the movie’s release, members of the staff worked overtime over the course of several months during development. Despite these setbacks, Skruch claimed that work on the project proved to be *“totally exhilarating”*.

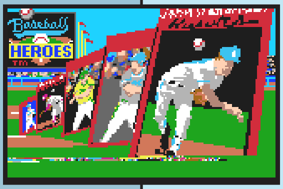
Batman Returns was released on June 1992 to coincide with its eponymous film’s premiere.

The Lynx version of Batman Returns was received with mixed reception. Sister Sinister of GamePro praised the Lynx version’s graphics as *“exceptionally good considering the small venue”* and felt that the game’s high difficulty compensated for its short length, although noted that while the audio *“ranks high on the rockability scale”*, it became monotonous after a few hours. Robert A. Jung of IGN described the Lynx version as *“respectable”* and commended the game’s visuals, animations and difficulty.

The title later became a pack-in game for the Lynx II in certain regions.

6.0

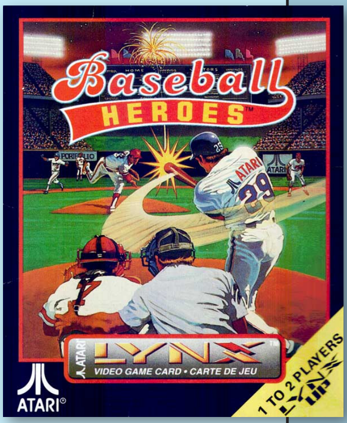
Baseball Heroes


Baseball
HEROES

LOU ANDERSON
.262 STR: 2 SPD: 2
I:T 1 B:0 S:0 O:2

N P

Developer	Atari
Publisher	Atari
Release date	1991
Genre	Sports
Mode	1 (-2) Player(s)


Baseball
HEROES
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI
1 TO 2 PLAYERS

Baseball Heroes is a baseball simulation released exclusively for the Lynx. Players can choose from four teams to play either a friendly match or a league. Other game modes include playing against a ball-throwing machine and compete with another player, playing either defense or having to hit the ball. The game switches positions if the defending player catches a certain amount of balls. There are five different perspectives available during a match.

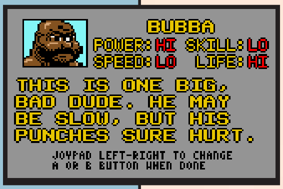
Robert A. Jung reviewed the game which was published on IGN. In his final verdict he wrote *"Baseball Heroes is a very good translation of the sport, though not a perfect game. It has a few rough spots that will try some people, but for the most part this is a quality title and a showcase game for the Lynx." Giving it a final score of 8 out of 10.*

4.0

Basketbrawl

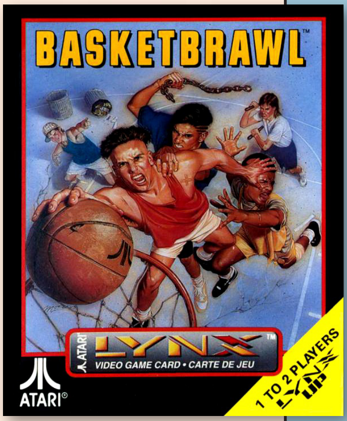
BASKETBRAWL™
©1992 ATARI CORP
ALL RIGHTS RESERVED

0
5:52
BALL CHANGE
9


BUBBA
POWER: HI SKILL: LO
SPEED: LO LIFE: HI
THIS IS ONE BIG, BAD DUDE. HE MAY BE SLOW, BUT HIS PUNCHES SURE HURT.
JOYPAD LEFT-RIGHT TO CHANGE
A OR B BUTTON WHEN DONE

N P

Developer	Hamilton and Associates
Publisher	Atari
Release date	1992
Genre	Sports
Mode	1 (-2) Player(s)


BASKETBRAWL™
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI
1 TO 2 PLAYERS

Basketbrawl was originally released for the Atari 7800 in 1990. The game is similar to the 1989 Midway arcade game Arch Rivals which had the tagline "A basket brawl!"

This is a sports simulation which allows hitting and fighting with other players. Players can choose 1-on-1 or 2-on-2 game modes. There are ten characters to choose from; each with their own health, speed, and power attributes. Each player without the ball can jump to block a shot or punch the opponent to get the ball. There's also an option to perform a power throw on an opposing player. Players with the ball can shoot or pass. Power ups appear on the court at random instances. These power up one attribute for the player. For example, the lightning power up increases the player's speed.

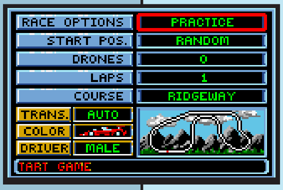
The referee does not call fouls, but does hurl knives at the players.

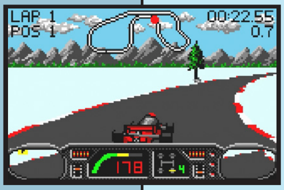
Robert Jung gave the Lynx version a 4 out of 10, concluding that *"Basketbrawl takes an idea loaded with potential, then removes most of the excitement by combining weak sports action and weak combat action."*

8.4

Checkered Flag

CHECKERED
FLAG™
© 1991 ATARI CORPORATION


RACE OPTIONS PRACTICE
START POS. RANDOM
DRONES 0
LAPS 1
COURSE RIDGEWAY
TRANS. AUTO
COLOR
DRIVER MALE
TART GAME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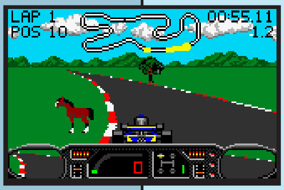
0.7
178


LAP 1
POS 10
00:55.11
1.2
0

N P

CHECKERED
FLAG™
ATARI LYNX
VIDEO GAME CARD
ATARI®
1 TO 6 PLAYERS
LYNX UP

Developer	Atari
Publisher	Atari
Release date	1991
Genre	Racing
Mode	1 (-6) Player(s)

Checkered Flag is a racing game released for the Lynx in 1991. The game was used as a pack-in game with the system in the Australian and European markets at some point in the system's life. The game can support up to six players. A remake was released for the Atari Jaguar in 1994.

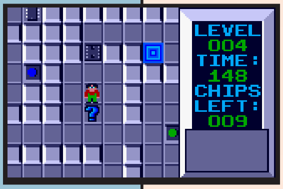
As with most racing video games, the object in Checkered Flag is to complete a certain number of laps. Each lap has to be completed within the time limit. Should a player make a lap before time runs out, the clock will be significantly extended, allowing him/her to make more.

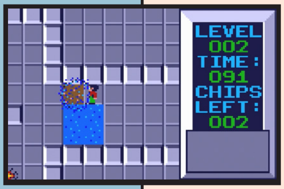
IGN's Robert A. Jung gave Checkered Flag an extremely positive review citing it as a *"masterpiece"* and giving it a 10 out of 10, praised the game for its tight controls, map designs and variety and good camera angle. In Raze's final issue published in October 1991, their Atari Attack segment also looked at Checkered Flag, giving a score of 86%. Conversely, French magazine Consoles + gave a score of 45%, criticizing the difficulty in getting back to the race after being spun from striking a car, as well as the minimal effect upon contacting obstacles.

8.4

Chip's Challenge

CHALLENGE
SOFTWARE
COPYRIGHT AND EPYX, INC.


LEVEL
004
TIME:
148
CHIPS
LEFT:
009


LEVEL
002
TIME:
091
CHIPS
LEFT:
002

● N P

ATARI LYNX™
VIDEO GAME CARD
CHIP'S™
CHALLENGE

Developer	Epyx
Publisher	Atari
Release date	1989
Genre	Puzzle
Mode	1 Player

Chip's Challenge is a top-down tile-based puzzle game released as a launch title for the Atari Lynx.

Chip's Challenge consists of a series of 148 two-dimensional levels which feature the player character, Nerdy Chip McCallahan, and various game elements such as computer chips, buttons, locked doors, water and lethal monsters. Gameplay involves moving Chip about each of the levels in turn, collecting enough chips to open the chip socket at the end of each level, get to the exit, and move on to the next level.

While the same set of rules applies to each level, there are many different kinds of levels. Some are action-oriented and some are puzzle-oriented. Most levels have a time limit. Levels may include block-pushing puzzles, dodging enemies, and moving through mazes.

The game was later re-released on Steam.

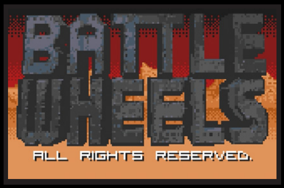
9.3

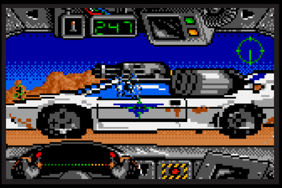
BATTLE WHEELS
LYNX OFFICIAL SEAL OF QUALITY ATARI
LYNX
BEYOND GAMES
1 TO 6 PLAYERS

N P

BattleWheels

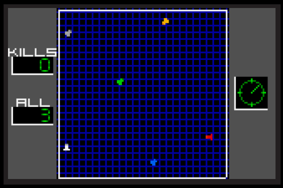
Developer	Beyond Games
Publisher	Atari, Beyond Games
Release date	(na) June 1993
Genre	First-person shooter, Vehicular combat
Mode	1 (-6) Players(s)

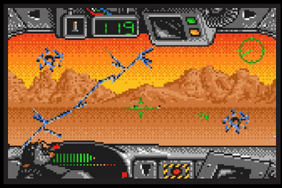


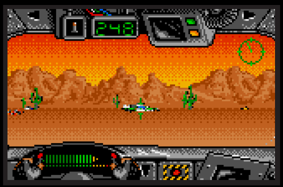


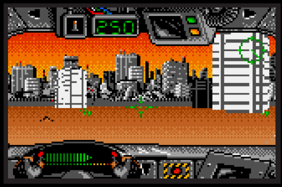
BattleWheels is a 1993 first-person vehicular combat game developed by Beyond Games and released exclusively for the Atari Lynx.

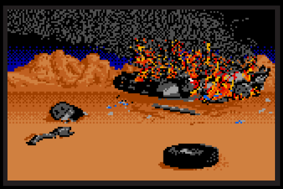
The game takes place in a post-apocalyptic dystopia in the year 2019, where the world has been reduced to a Mad Max-inspired setting and humanity has now turned towards more violent sports for entertainment as a result of both technological advancements and nationwide reorganization of the political structure that led to the creation of new kinds of sports, with the titular BattleWheels being the most popular of all. This arena-based combat sport pits up to six warriors dueling each other and driving heavily-armored vehicles named Hi-Tech in order to kill the other opponents to emerge victorious.











The gameplay is similar to Interstate '76 and Twisted Metal. There are only two modes of play to choose from at the main menu: "Action" is arcade-style mode that allows players to select a prebuilt car and battle against rivals in a successive manner across several locations. "Custom" mode let the players customize their own vehicle with new parts, engine, weapons and other improvements that are bought with cash obtained after winning a match.

Prior to starting a match in either mode, players have the option of choosing an arena to battle in and adjust multiple default settings such as the difficulty level for AI-controlled opponents, their number during single-player, number of kills to be reached, and player character.

The game incorporates first-person shooter elements, as players can exit out of the vehicle. The player character are armed with two weapons for offensive or defensive purposes against opponents. While on foot, players can also hijack empty rival vehicles and collect moneybags on the arena, which is only possible when playing in "Custom" mode. However, being on foot is also risky, as the player's character can be hit by a running car, although they can be dodged. The vehicle will catch fire after sustaining too much damage, leaving it unusable for the rest of the match and players must get out as a result.

Up to six players can compete against each other by connecting six Atari Lynx units via the system's ComLynx port during the title screen in either single or team deathmatches.

BattleWheels were developed by Kris N. Johnson at Beyond Games. Kris desired to develop a vehicular combat game project after obtaining a development kit from Atari. His friend Tim Huntsman, who is also an avid tabletop player of games like Car Wars, offered his help in developing the project. Kris intended the title to be easy to play but hard to master for both casual and hardcore players, in addition to pushing the hardware as much as he could from the beginning of its development in terms of graphics and multiplayer

The programming and sound effects of BattleWheels were handled solely by Kris, while the hand-drawn graphics were created by artist Lorin Nelson and the cover art for packaging was drawn by Curt Hatch. Both Curtis Coalson and Huntsman composed the music, while the latter designed more arenas and wrote the instruction manual after joining the company. The game spent half a year being tested by Kris and his colleagues, along with a group of volunteers who were recruited via online forum posts in order to refine its gameplay before release.

BattleWheels was first showcased to attendees at the Consumer Electronics Show in 1993, with Huntsman promoting the game disguised as one of the playable characters to positive reception before being released to the general public on the same year late into the life span of the Lynx, becoming the first commercially released game to be created by Beyond Games.

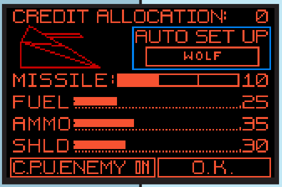
BattleWheels has been met with positive reception from critics since its release. Chris Bieniek wrote in VideoGames & Computer Entertainment that BattleWheels effectively combines elements from Warbirds, BattleTech Centers, and the Mad Max film series. While highly praising the scaling effects and effective implementation of the Comlynx, his review focused mainly on the numerous features and resulting depth of the gameplay, noting elements such as the use of stereo sound to clue the player in to the locations of opponents and missiles, the customizable weapons setup, and ability to obscure the windshields of opponents. He summed up that *"Though it sounds contradictory to the theme of ... a fast-paced, violent game, Battlewheels is also a game of subtlety,"* and gave it a 9 out of 10.

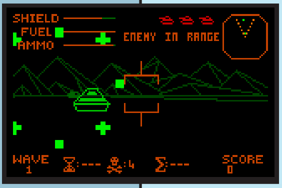
Despite not receiving a direct sequel, Beyond Games would later create Redline and Motor Mayhem for Windows and PS2, which are spiritual successors to the game.

7.5

Battlezone 2000

BATTLEZONE 2000
(c) 1981,1994 ATARI CORP.


CREDIT ALLOCATION: 0
AUTO SET UP
WOLF
MISSILE 10
FUEL 25
AMMO 35
SHLD 30
C.P.U.ENEMY ON
O.K.


SHIELD
FUEL
AMMO
ENEMY IN RANGE
WAVE 1
SCORE 0

N P

Developer	Hand Made Software
Publisher	Atari
Release date	1995
Genre	Combat simulation
Mode	1 (-4) Player(s)

BATTLEZONE 2000
TM
LYNX
VIDEO GAME CARD · CARTE DE JEU
ATARI
KIDS TO ADULTS
K-A
AGES 6+
1 TO 4 PLAYERS
LYNX UP

Battlezone 2000 is a port of a 1980 wireframe vector arcade game by Atari. In the game players take the role of a tank commander who is fighting in a future war in the 21st century.

Battlezone 2000 stays true to the original in terms of gameplay. The gameplay involves players driving round a flat plane with a mountainous horizon while destroying enemy tanks and U.F.O.s. Players can collect fuel pick-ups and power-ups. They can also use the credits earned for completing missions to upgrade their tank. There are also a few different tanks to choose from, including the Rhino, which is heavily armoured but runs out of fuel faster than the other tanks.

"mobygames.com"

8.0

Bill & Ted's Excellent Adventure

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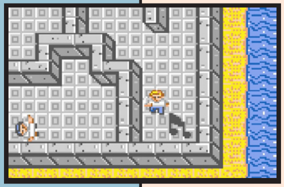
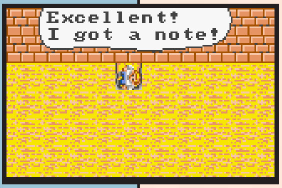
BiLL & Ted's
EXCELLENT
adventure tm

Quicksand!
Stop, dude!




Excellent!
I got a note!

N P

Developer	Al Baker & Associates
Publisher	Atari
Release date	1991
Genre	Action-adventure
Mode	1 (-2) Player(s)

Bill & Ted's
EXCELLENT
adventure
LYNX
VIDEO GAME CARD · CARTE DE JEU
ATARI
1 TO 2 PLAYERS
LYNX UP

Bill & Ted's Excellent Adventure is part of the Bill & Ted franchise and is based on the Bill & Ted films and the Saturday morning cartoon.

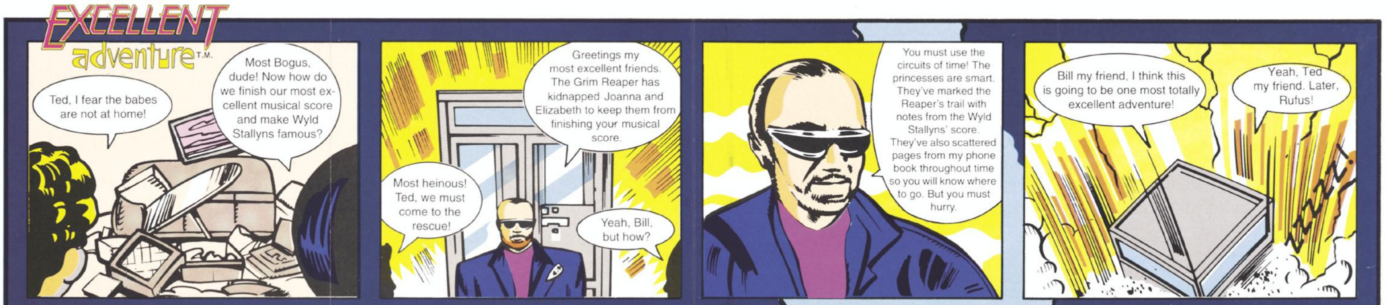
In the game, the Princesses, Joanna and Elizabeth, have been kidnapped by Death and the San Dimas duo must travel through time to find and rescue them.

The game is set with an overhead view of all the action. The main aim of the game is to collect all the musical notes that are scattered around each particular time. The game starts with the player having access to only one timeframe - old Egypt. Bill and Ted can travel to the next timeframe by collecting 16 musical notes, or a phone book page.

There are different structures in the game that can be entered to collect notes, keys, or other important items that are needed. One gameplay feature is the ability to use different items and instruments to ward off enemies.

Another feature of the game is the interplay between eras - for instance, when in old Egypt, the player is warned that one of the items they see has a false version and a real version. After the player travels to ancient Egypt and finds the item, then gives it to its owner in old Egypt, they cannot travel to the next destination until they plant the warning. This avoids a time paradox.

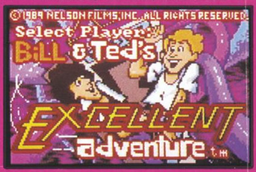
Bill & Ted's EXCELLENT adventure T.M.


Ted, I fear the babes are not at home!
Most Bogus, dude! Now how do we finish our most excellent musical score and make Wyld Stallyns famous?
Greetings my most excellent friends. The Grim Reaper has kidnapped Joanna and Elizabeth to keep them from finishing your musical score.
Most heinous! Ted, we must come to the rescue!
Yeah, Bill, but how?
You must use the circuits of time! The princesses are smart. They've marked the Reaper's trail with notes from the Wyld Stallyns' score. They've also scattered pages from my phone book throughout time so you will know where to go. But you must hurry.
Bill my friend, I think this is going to be one most totally excellent adventure!
Yeah, Ted my friend. Later, Rufus!
ZZZZZ!

GETTING STARTED

1. Insert the Bill and Ted's Excellent Adventure game card. If two dudes or dudettes are playing, use the Comlynx cable and insert a card in each Lynx. Turn on your Lynxes.

2. Press **A** or **B** to totally clear the Title screen. The Player Selection Screen appears. Select either Bill or Ted, and press **A** or **B**. In a two-player game, Bill and Ted must work together. In a one-player game, the character you choose will complete each world as his friend guards the phone booth.

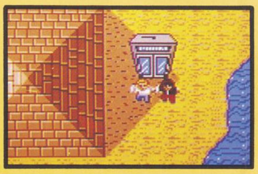

©1989 NELSON FILMS,INC. ALL RIGHTS RESERVED.
Select Player:
BiLL & Ted's
EXCELLENT
adventure t.m.

3. Press **A** or **B** again. The Play Game screen appears. Select New Game to start fresh, or select Old Game and enter the correct password to resume a previous game.

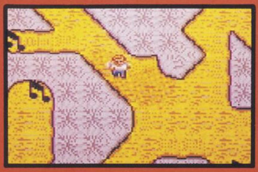
4. Press **A** or **B** to begin the game.

PLAYING THE GAME

When the game begins, Bill and Ted's phone booth lands in Ancient Egypt.



Bill and Ted must travel through several places and times to rescue the royal babes from Medieval England. Along the way, they must search for musical notes and phone book pages.



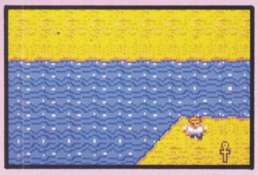
They must also learn to use time paradoxes and musical instruments as they attempt to solve complex puzzles and avoid defeat by dangerous forces. By solving mazes, picking up special items, interacting with people from different times, and avoiding dangerous guardians, Bill and Ted can find all the notes to their musical score. More important, they'll get vital clues to help them locate Joanna and Elizabeth. (*In a two-player game, both players can play separate instruments. Sometimes, this is very useful.*)

Notes are hidden in groups of sixteen. Bill and Ted must find each note in the set before they can go on. When the last note is found, our most triumphant heroes will gain access to areas that require musical knowledge to enter. Other times, the final note may reveal a page to the phone book. Bill and Ted cannot travel to any area without first finding the correct phone number.

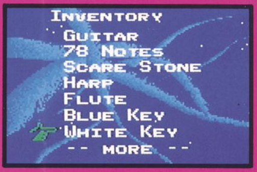
When in the phone booth, you can press **A** to see a list of possible time periods. Select one to go to with the **A** button as well.

What's six times sixteen, dude?
Whoa, I dunno dude. Should've stayed awake in old man Steven's math class!

Bill and Ted must also find special objects in each world. These objects will usually help solve a problem somewhere in the game, often in a totally different world. For example, the characters may find a way cool ankh hidden somewhere in Egypt that will allow them to complete a gnarly puzzle in another time or place. Without this ankh, they will not be able to solve the puzzle and continue to the next world.

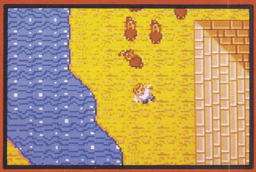


To use an object, press **A**. Bill and Ted's inventory screen appears.Use the joypad to point to an object, then press B. That object is now active. For example, if Bill and Ted are being chased by wild beasts, you might try to play one of the instruments you have found.



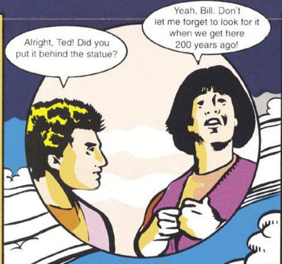
INVENTORY
GUITAR
78 NOTES
SCARE STONE
HARP
FLUTE
BLUE KEY
WHITE KEY
-- MORE --

Of course, if you do not use the right instrument, Bill and Ted may be totally eaten by the beasts. Bogus!

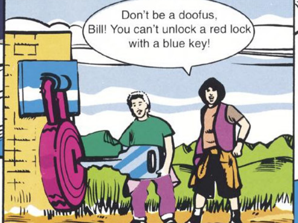


Musical instruments have other uses as well. For example, Bill and Ted may meet an ancient Roman who asks them to find a specific instrument. If they can find the instrument and return it to the character, they will probably receive some kind of reward.

Sometimes, Bill and Ted must take advantage of their ability to travel back and forth through time. For example, somewhere in the game they may find an object which they must return to the same place, but in a different time. If they forget to return the object, they may not remember to do something they have to do later. Or earlier. Whatever.


Alright, Ted! Did you put it behind the statue?
Yeah, Bill. Don't let me forget to look for it when we get here 200 years ago!

In some places, Bill and Ted must find colored keys before they can unlock matching locks. The key and lock must match.

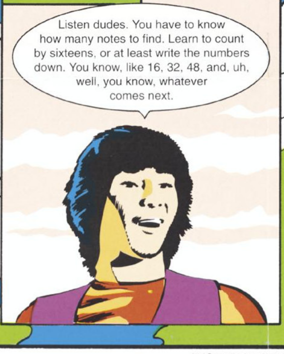

Don't be a doofus, Bill! You can't unlock a red lock with a blue key!

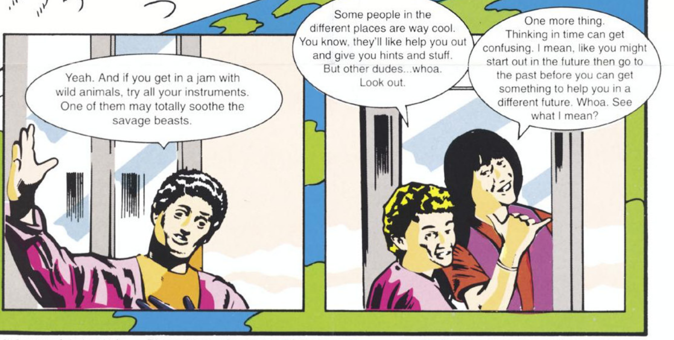
Bill and Ted may need an extra speed boost to get through certain mazes or to escape from various enemies. Press the **B** button while moving in any direction to make your character run. Be careful, though; it's harder to control your character when he's running as fast as he can. Who knows what he might run into?

RESUMING A GAME

Bill and Ted's Excellent Adventure is a complex game that cannot be solved in a very short time. The game contains a special password feature that allows players to quit a game, then resume again where they left off. To view the current password, press **A** to see the inventory screen, then press **A** again. The status screen appears, showing the current score and the password. Write the password down. When you're ready to start again, start the game as usual. When you get to the Play Game screen, select Old Game, then enter the password you wrote down. The game begins close to where you left off, with all the items you originally had.

STRATEGY


Listen dudes. You have to know how many notes to find. Learn to count by sixteens, or at least write the numbers down. You know, like 16, 32, 48, and, uh, well, you know, whatever comes next.


Yeah. And if you get in a jam with wild animals, try all your instruments. One of them may totally soothe the savage beasts.
Some people in the different places are way cool. You know, they'll like help you out and give you hints and stuff. But other dudes...whoa. Look out.
One more thing. Thinking in time can get confusing. I mean, like you might start out in the future then go to the past before you can get something to help you in a different future. Whoa. See what I mean?

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9-91 C398102-068 G C 10 1991

LYNX TAKES BIG APPLE AND JAPAN BY STORM!

Article from: EGM issue 6
- January 1990

After several months of sneak peeks and hype, the Atari Lynx has finally hit stores shelves! To become the proud owner of the most advanced hand-held system ever made you must: a) Live in New York or b) Have a passport ready for a trip to the rising sun!

Yes the Lynx has arrived, but only in limited quantities as we had originally reported and at a much higher price tag - $179.95. This does not seem to be deterring most of the game players who are expected to snap up the first 50,000 units due before Christmas, and some of the specialty stores that carry the machine have juiced the price over $200.00 without getting anything but requests for more units.

The initial distribution has exclusively targeted New York with an approximately 30,000 of the advanced color hand-helds. The remaining 20,000 have been sent to Japan where initial word indicated that our game playing brothers across the sea have turned on to the Atari Lynx with much anticipation and excitement.

The one area that Atari must now focus all of their resources is game development. Although the unit is shipping with three of the six titles originally shown (California Games comes packed and Blue Lightning and Electrocop are sold separately), Atari must quickly get the other titles into distribution, court more third-party developers, and pump additional in-house softs into the stream immediately. Atari has acquired the rights to produce Lynx versions of several Atari Games coin-op blockbusters like Hard Drivin', Stun Runner, and Cyberball, but we've got to see more titles before the machine can beat Nintendo's title strength.

NEW ATARI LYNX MODEL ON THE WAY?

While the current Lynx hardware comes in a marvellous package that lets you flip the screen and do other unusual things, Atari is rumored to be working on a modified version of their color portable that will be more self-contained, have a smaller monitor, a lower price (closer to $100). This down-sized model will not contain some of the deluxe version's features like the screen flip, but the smaller color LCD will enable Atari to pass along the savings to those gamers who want color thrills at black and white prices. We could see the smaller Lynx on sale nationwide at the same time as the current version hits stores in March or April!

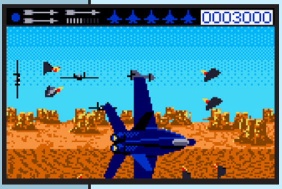
"Gaming Gossip from EGM issue 4 - November 1989"

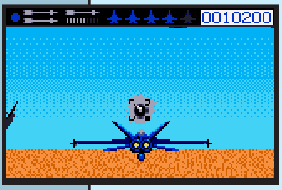
The Atari Lynx is getting itself well-equipped with titles. Atari has nabbed the license to Gauntlet 3 for their Gem Quest game, and Rampage Deluxe for Monster Demolition. Impossible Mission, an Epyx classic, has been retitles to Electrocop! A developers conference was orchestrated by Atari Corp. to introduce other companies who are potentially interested in the color hand-held system, so software should start flowing in a big way by next summer...

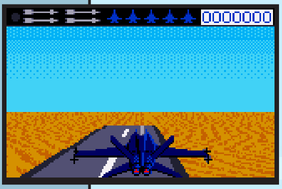
Blue Lightning

9.0

BLUE
LIGHTNING







● N P

Developer	Epyx
Publisher	Atari
Release date	1989
Genre	Shooter
Mode	1 Player

ATARI
LYNX
VIDEO GAME CARD
BLUE LIGHTNING

Blue Lightning is a fighter-jet dog-fighting flight simulation game. It was distributed by Mumin Corporation in Japan and was one of the launch titles that were released along with the system in North America. The game was jointly written by Stephen Landrum, lead programmer Brian Bowhay, who also developed the Lynx hardware and Chip's Challenge creator Chuck Sommerville.

Assuming the role of a chosen rookie aircraft pilot from the United States Air Force by the Flight Command squadron, the player takes control of the titular prototype fighter aircraft in a desperation attempt of The Pentagon to penetrate multiple enemy territories and aid the allies in order to win the war against the enemies.

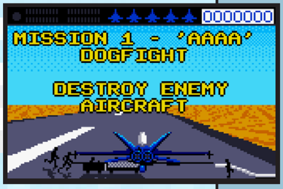
Conceived as a commission to create a pseudo-3D combat flight game by Landrum and graphic artist Arthur Koch, Blue Lightning was heavily inspired by Sega's 1987 Super Scaler arcade game After Burner, in addition of also bearing similarity with the feature film and TV-series Blue Thunder.

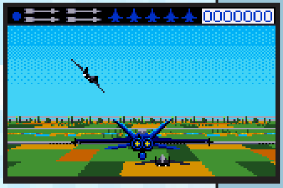
Blue Lightning made heavy use of several features found within the Lynx hardware such as sprite scaling and rotation, with Sommerville developing an animation engine for the introductory sequence of the game, which would later be re-used on other titles for the system such as Electrocop and Todd's Adventures in Slime World. Sommerville stated the game violated a rule of the system imposed by Mical and co-designer Dave Needle, which involved not accessing the ROM image once a game was running, as it streamed data for assets directly from the ROM and this technique would also be re-used in Zarlor Mercenary.

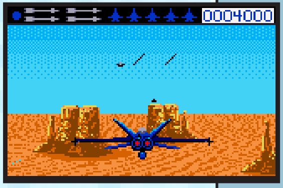
Upon its release, Blue Lightning was well received by critics and reviewers alike who praised the visuals, gameplay and for being a showcase of the capabilities of the Lynx, although some criticized the lack of in-game music and repetitive nature of the missions, with many also comparing it with After Burner.

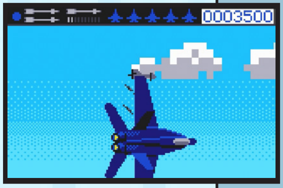
In a capsule review of the Lynx version for STart, Clayton Walnum commented, *"The 3D perspective is dazzling, with missiles and jets coming at you with such realism, you want to duck. ... The Lynx's built-in scaling features are used to the max in Blue Lightning. Luckily, the gameplay is as good as the graphics, making this a must-have game for every Lynx owner."*

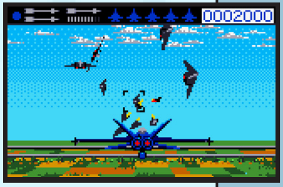
In 1995, a remake developed by Attention to Detail, was released as one of the pack-in games for the Atari Jaguar CD peripheral when it launched and received mixed reviews.





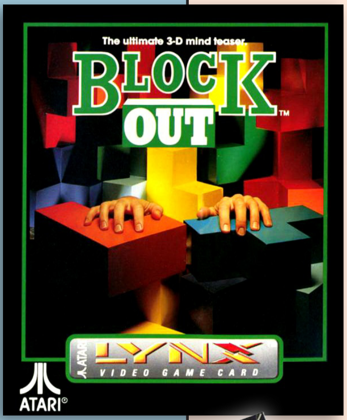






Blockout

6.1

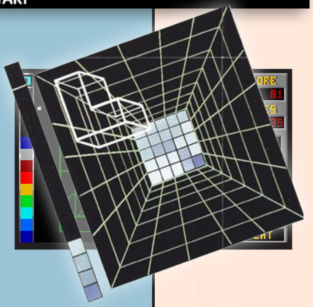

The ultimate 3-D mind teaser
BLOCK OUT
LYNX
VIDEO GAME CARD
ATARI

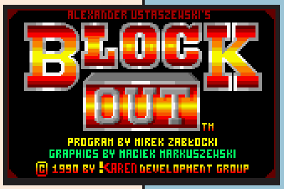
Developer	California Dreams
Publisher	Atari
Release date	1991
Genre	Puzzle
Mode	1 Player

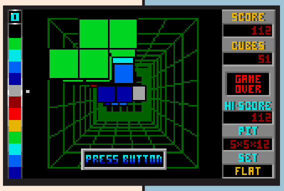
Blockout is a 3D Tetris variant. The original Arcade version was developed in Poland by Aleksander Ustaszewski and Mirosław Zabłocki.

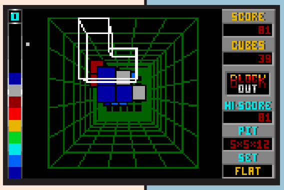
The player's perspective is that of looking down into a three-dimensional rectangular pit. The player can rotate the blocks in 3D in order to fit them into the pit they are being guided into. Once a solid layer of cubes is formed with no gaps, it disappears and all cubes above it drop toward the bottom of the pit to fill the space.

As the game progresses, the blocks begin to drop faster, the dimensions of the pit change from round to round, and differently-shaped blocks begin to appear.




ALEXANDER USTASZEWSKI'S
BLOCK OUT
PROGRAM BY MIREK ZABŁOCKI
GRAPHICS BY MACIEK MARKUSZEWSKI
© 1990 BY KAREN DEVELOPMENT GROUP


SCORE
112
CUBES
51
GAME OVER
HI SCORE
112
PIT
5x5x12
SET
FLAT
PRESS BUTTON

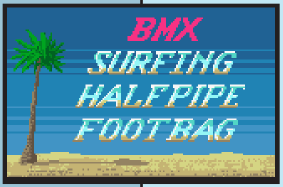

SCORE
81
CUBES
39
BLOCK OUT
HI SCORE
81
PIT
5x5x12
SET
FLAT

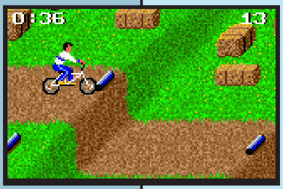
N P

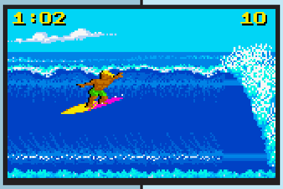
California Games

6.8

CALIFORNIA
GAMES

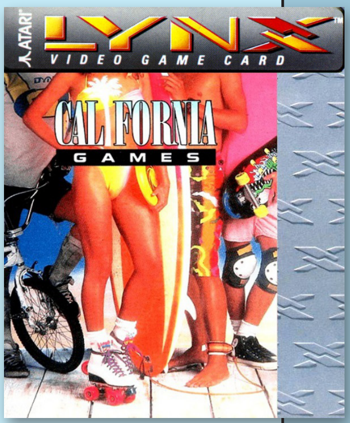

BMX
SURFING
HALFPIPE
FOOTBAG





● N P

Developer	Epyx
Publisher	Atari
Release date	1989
Genre	Sports
Mode	1 (-4) Player(s)


ATARI
LYNX
VIDEO GAME CARD
CALIFORNIA
GAMES

California Games is a Epyx sports game originally released for the Apple II and Commodore 64 in 1987. The Atari Lynx version was the pack-in game for the system when it was launched in 1989.

Branching from their popular Summer Games and Winter Games series, this game consists of a collection of outdoor sports purportedly popular in California. The game was successful for Epyx and spawned a sequel.

The events include all of the following: "Half-pipe", "Surfing", "BMX", and "Footbag". The Atari versions (2600 and Lynx) of the game omit the "flying disc" and "roller skating" events.

Several members of the development team moved on to other projects. Chuck Sommerville, the designer of the half-pipe game in California Games, later developed the game Chip's Challenge, while Ken Nicholson, the designer of the footbag game, was the inventor of the technology used in Microsoft's DirectX. Kevin Norman, the designer of the BMX game, went on to found the educational science software company Norman & Globus, makers of the ElectroWiz series of products.

Desert Strike

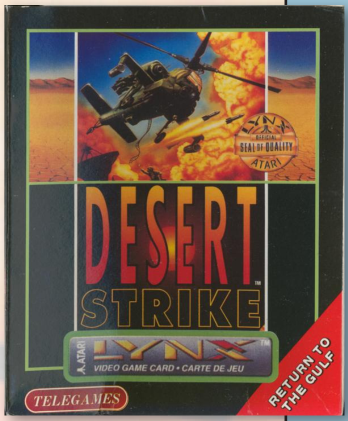
8.0

Developer	Teque London
Publisher	Telegames
Release date	1993
Genre	Shooter
Mode	1 Player

DESERT STRIKE™
RETURN TO THE GULF
MADE UNDER WORLDWIDE LICENSE FROM

LISTEN UP PILOTS YOU ARE ABOUT TO BEGIN A MISSION TO SAVE THE WORLD FROM A PSYCHO MADMAN.
UNLESS YOU STOP THIS MADMAN

N P



Desert Strike: Return to the Gulf is a shoot ‘em up originally released by Electronic Arts in 1992 for the Sega Genesis.

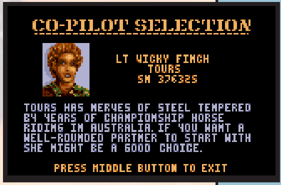
The game was inspired by the Gulf War and depicts a conflict between an insane Middle Eastern dictator, General Kilbaba, and the United States.

The player controls an Apache helicopter and attempts to destroy enemy weapons and installations, rescue hostages and capture enemy personnel, while managing supplies of fuel and ammunition.

The game is less frantic than typical shoot ‘em ups, with the addition of greater strategic elements. The action takes place on open, multi-directional scrolling levels viewed from an isometric perspective. The player views the action from outside the helicopter, rather than from within the cockpit. The player is also assisted by their copilot, who they can pick at the start of the mission; each copilot plays differently with different skill levels.

Desert Strike underwent few changes from the plans outlined in the original design documents. The initial concept involved smoothly animated vehicles on an isometric playing field. The developers also aimed to include cinematic scenes, similar to The Revenge of Shinobi’s introduction sequence. The game began development some time before any discussion of an American invasion of Iraq, originally based on the Lebanese Civil War and titled Beirut Breakout; this was later changed to the Persian Gulf region. The game designer, John Manley, recalled, *“We actually wrote most of Desert Strike before Desert Shield happened. We were watching CNN at three in the afternoon and all of a sudden it was like, ‘Oh my god - it’s happening!’”* A special point system intended to punish players was omitted; the system would have deducted points from the player’s score if they destroyed objects that resulted in negative economic and political results. The control scheme was not well received at internal reviews of the game’s early versions, and Posehn had to alter his original design to obtain approval for further development.

Desert Strike was a commercial success: it was a chart-topping best seller and at the time Electronic Arts’ highest selling game. The game also received a favourable critical response, with several magazines awarding scores of over 90%. Reviewers praised the game’s enjoyability, mix of action and strategy, graphics and sound. There was some controversy regarding the game’s subject matter, with commentators criticising it as in poor taste due the proximity of its release to the recently ended Gulf War.

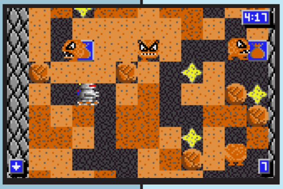

CO-PILOT SELECTION
LT VICKY FINCH
TOURS
SN 376325
TOURS HAS NERVES OF STEEL TEMPERED BY YEARS OF CHAMPIONSHIP HORSE RIDING IN AUSTRALIA. IF YOU WANT A WELL-ROUNDED PARTNER TO START WITH SHE MIGHT BE A GOOD CHOICE.
PRESS MIDDLE BUTTON TO EXIT

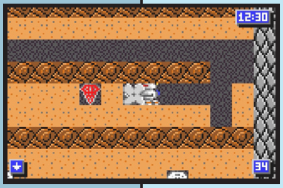
DANGER ZONE

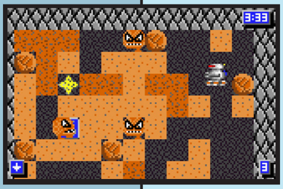
8.2

Crystal Mines II

CRYSTAL MINES
II







N P

CRYSTAL MINES II
TM
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

Developer	Color Dreams
Publisher	Atari
Release date	1992
Genre	Puzzle
Mode	1 Player

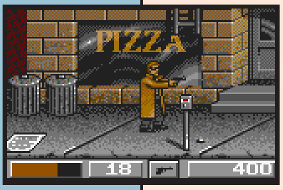
Crystal Mines II is a puzzle game designed and programmed by Ken Beckett for Color Dreams and licensed to Atari, who published it for the Lynx. The game is a sequel to Crystal Mines for the NES. Both releases are similar to Boulder Dash, a genre which has since become known as “rocks and diamonds” games.

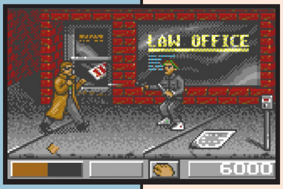
The Lynx game features 150 levels and 31 bonus levels. The player guides a robot down a series of mines to collect crystals of different colors (and worth different point values) and avoiding the underground demons that inhabit the mine. Mine levels are completed when a crystal quota is reached, however the quota is usually not the entire level so bonus points can be obtained by finding additional crystals. Gravity is a factor in the game and affects any boulders, crystals, etc. so they can be used as weapons against demons. There are also deceptive elements, such as “Dormant” demons that look like boulders, that add to the challenge. Finally, the robot has weapons that can be used to eliminate certain obstacles.

3.2

Dirty Larry: Renegade Cop

DIRTY LARRY
Copyright 1992, Atari Corp.





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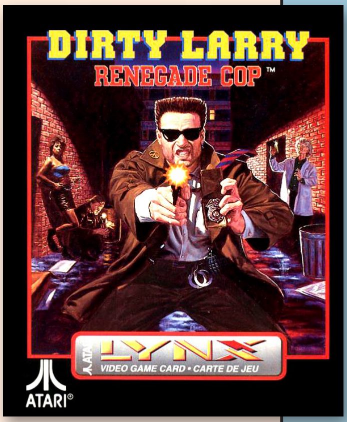


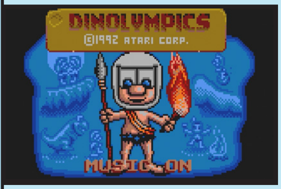
Developer	Knight Technologies
Publisher	Atari
Release date	1992
Genre	Beat ‘em up
Mode	1 Player

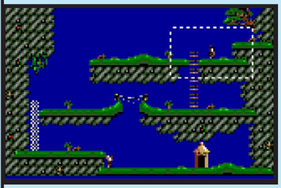
Dirty Larry: Renegade Cop was released exclusively for the Atari Lynx. Set in the city of Steelburg, players assume the role of the titular police officer to fight back against criminals on the streets and arrest the head of the organized crime of the city known only as Mr. Big.

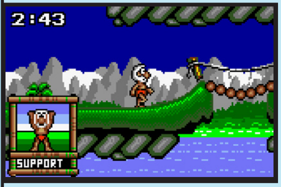
The game is a side-scrolling beat ‘em up. Players move through each level beating up enemies and picking weapons left on streets, as Larry carries a limited amount of ammunition at the beginning of the game and the current weapon in use will be left unusable unless more ammo is found. Players can also pick up health items left by enemies when beaten. Each stage hosts a boss that must be fought before progressing any further, requiring different strategies to defeat them and after doing so, Larry uses a metro line to travel other locations, acting as a transition point between stages.

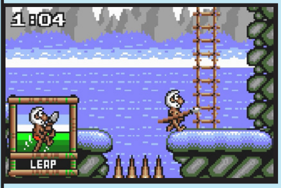
Dinolympics

8.0



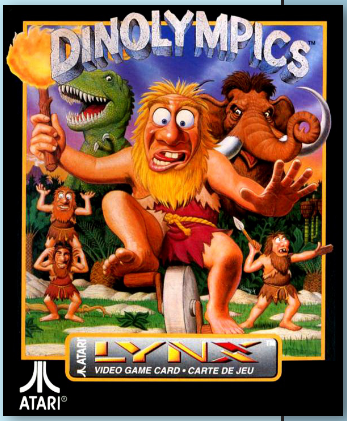






Ⓝ Ⓟ

Developer	Imagitec Design
Publisher	Atari
Release date	1992
Genre	Puzzle
Mode	1 Player



Dinolympics, released as The Humans on other platforms, is a puzzle-platform game developed by Imagitec Design in Dewsbury, England and originally published by Mirage Technologies for the Amiga on May 1992.

Dinolympics is a puzzle game similar to Lemmings whose objective is to manipulate the given number of humans, taking advantage of abilities and tools to achieve the level's goal, usually consisting of finding a certain tool, killing a certain number of dinosaurs or bringing at least one human to the end point, marked by a conspicuous colored tile.

Each level is independent of the next, each with its own tools, goal, and set number of humans allowed per level. The only things that carry from level to level are the total number of humans in the player's tribe and the player's total score.

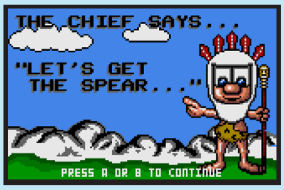
Certain levels also feature NPCs like the pterodactylus that can be ridden in order to reach otherwise unreachable platforms, that cannot be controlled, but can be used to the player's advantage.

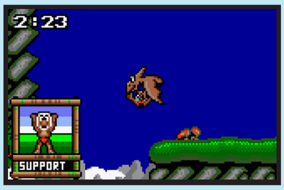
The Humans was the creation of former Imagitec Design designer Rodney Humble during his time working at the company in Dewsbury who, inspired by Psygnosis' Lemmings and its puzzle elements, created and drew his ideas on storyboards before transferring his work to the Imagitec programmers, developing them further into a trilogy based upon the human evolution.

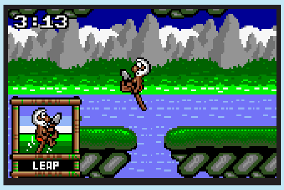
Design work originally started on the Atari Lynx under the working titles Dino Dudes and Dino World. Atari Corporation reportedly liked the game and commissioned Imagitec with two additional conversions for their Atari Falcon and Atari Jaguar platforms respectively.

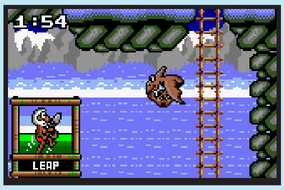
The Humans' creation process was overseen by co-producers Martin Hooley and Simon Golding, the latter of which oversaw all versions of the game. Golding stated that the production was inspired by Lemmings instead of being *"a rip-off"* but focusing towards *"bigger graphics"*, a cartoon-esque feeling reminiscent of short films like Tom and Jerry, more varied levels, among other features.

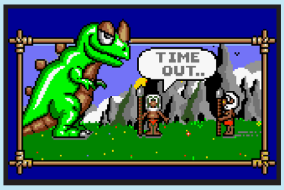
The Humans was very well-received by video game magazines and garnered praise for the originality, presentation and audio upon its initial Amiga launch. Other versions of the game have been met with a more mixed reception from critics and reviewers alike. It was followed by three sequels: The Humans: Insult to Injury in 1992, Humans 3: Evolution - Lost in Time in 1995, and The Humans: Meet the Ancestors! in 2009.









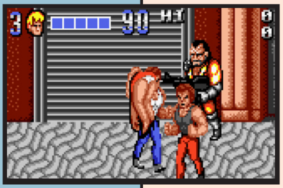


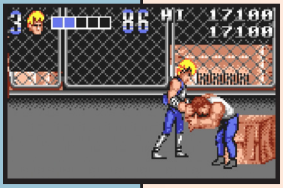
6.3

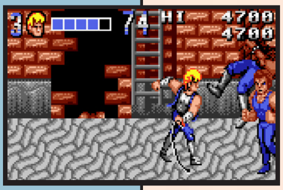
Double Dragon

Developer	Knight Technologies
Publisher	Telegames
Release date	1993
Genre	Beat ‘em up
Mode	1 (-2) Player(s)

DOUBLE DRAGON
Copyright 1993 Telegames
TM and © Technos Japan







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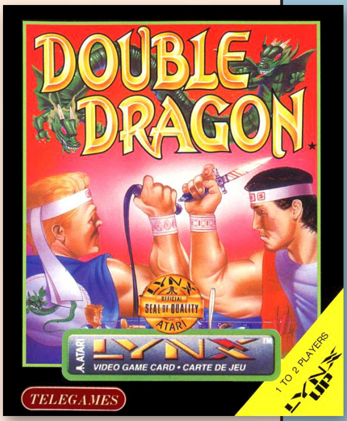

DOUBLE DRAGON
LYNX
VIDEO GAME CARD • CARTE DE JEU
TELEGAMES
1 TO 2 PLAYERS

Double Dragon was first released in 1987 by Technōs Japan for Arcades. The game is a spiritual and technological successor to Technos’ earlier beat ‘em up, Renegade.

The player takes control of martial artist Billy/Bimmy Lee, or his twin brother Jimmy, as they fight their way into the turf of the Black Warriors gang in order to rescue Billy’s love interest, Marian.

The Lynx version was released in 1993 by Telegames. In this version, character sprites are near arcade-perfect conversions, however, the character sprites occupy more that half the height of the screen, making it difficult to know the surroundings. The Lynx port also suffer from low frame-rate which also increases the difficulty.

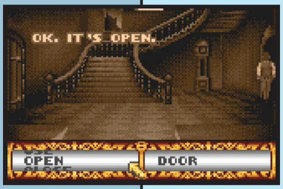
Double Dragon is considered to be one of the first successful examples of the genre, resulting in the creation of two arcade sequels and several spinoffs, as well as inspiring other companies in creating their own beat ‘em ups.

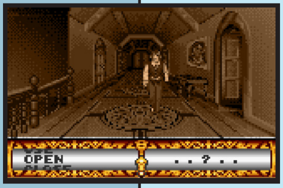
7.3

Dracula the Undead

Developer	Hand Made Software
Publisher	Atari
Release date	1991
Genre	Adventure
Mode	1 Player

Dracula
the undead


OK. IT'S OPEN.
OPEN
DOOR



N P

DRACULA
THE UNDEAD
INTERACTIVE ROLE-PLAYING THRILLER!
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

Dracula - The Undead is loosely based on Bram Stoker’s novel Dracula and features Bram Stoker in the story as the narrator.

The player takes on the role of Jonathan Harker as he tries to escape from Dracula’s Castle. In the game he wake up with Dracula gone and players can explore the castle by moving from room to room. The game controls are point and click where players can interact with a certain number of items in each room. They can also talk and interact with other NPC characters.

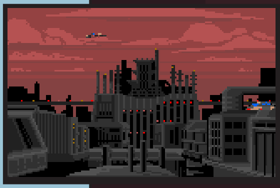
Robert A. Jung reviewed the game which was later published to IGN. In his final verdict he wrote *“Dracula the Undead offers traditional adventuring fare with an unusual premise, with enough challenge and appeal to satisfy most adventurers.”* He then gave a score of 7 out of 10.

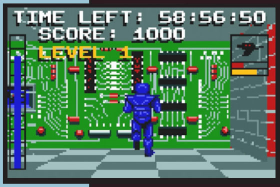
Electrocop

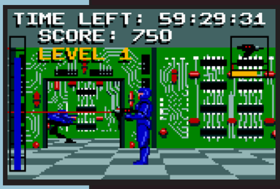
8.0

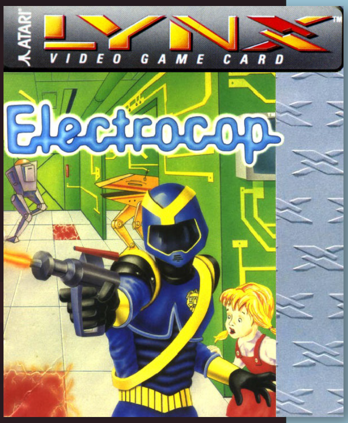
Developer	Epyx
Publisher	Atari
Release date	1989
Genre	Action-adventure
Mode	1 Player

ELECTRO
COP
TM









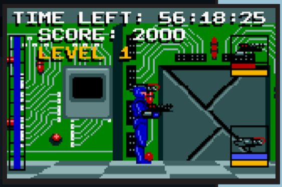
Electrocop is a 1989 action game released exclusively for the Atari Lynx. It was also released in Japan and distributed by Mumin Corporation.

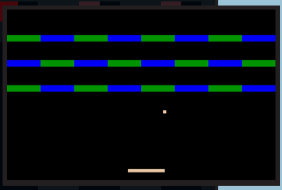
Set on a futuristic interpretation of Washington, D.C. in the year 2069, players assume the role of the titular robot created by MegaCorp who must infiltrate into the Steel Complex fortress in an attempt of rescuing the President of the United States' first daughter under a time limit from The Criminal Brain, who kidnapped her for a ransom and threats to kill her if his demand is not met.

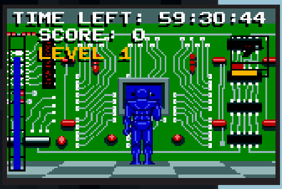
Electrocop is a third-person shooter game in which players starts off with a countdown clock of one hour to complete the task of rescuing the president's daughter. Players have to make their way through different levels coming up against different foes. To get between each level players have to hack through different doors through a computer interface. Extra weapons can be collected to help dealing with the drones. There are also computer terminals to buy new weapons - these also have simple subgames built in.

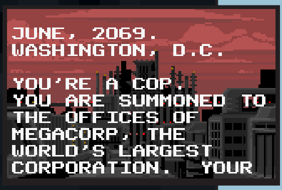
Electrocop was conceived by Greg Omi, who also developed the Lynx hardware alongside Chuck Sommerville. In an online interview with website The Atari Times, Omi recounted about the development process of the game, stating that work on the project began before any functional Atari Lynx hardware existed and the team were working on an emulator of the console on the Amiga microcomputer at a slow frame rate, in addition of also using a video camera to scan the image in order to test how the graphics would look like once the hardware was finalized, although an early revision of the Lynx capable of displaying raster graphics was made later during development. Omi also stated that he initially had a lack of knowledge of 3D computer graphics and matrices, as he needed a graphical perspective for his project and consulted Blue Lightning programmer Stephen Landrum in how to write it, as the system could not perform sprite rotation.

Electrocop garnered mixed reception. In a capsule review for STart, Clayton Walnum praised the game's graphics and variety of challenges. Robert A. Jung reviewed the game which was published to IGN Entertainment. In his final verdict he wrote *"This cart was a brilliant concept that didn't completely click; the race against the clock and the real-time exploration/combat elements are hampered with uninspired gameplay and little variety. Electrocop's stunning visuals and sounds make it fun to watch, but whether you'd buy a game for its razzle-dazzle is a personal decision."* Giving a final score of 7 out of 10.







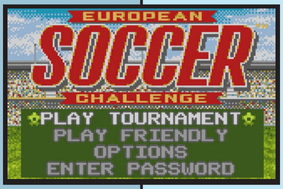


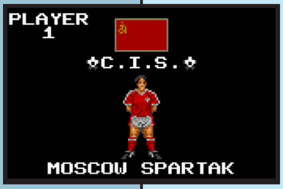
JUNE, 2069.
WASHINGTON, D.C.

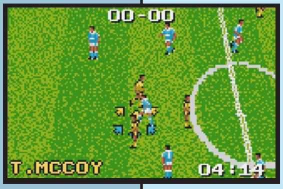
YOU'RE A COP.
YOU ARE SUMMONED TO
THE OFFICES OF
MEGACORP, THE
WORLD'S LARGEST
CORPORATION. YOUR

7.9

European Soccer Challenge


EUROPEAN
SOCCER
CHALLENGE
PLAY TOURNAMENT
PLAY FRIENDLY
OPTIONS
ENTER PASSWORD


PLAYER 1
C.I.S.
MOSCOW SPARTAK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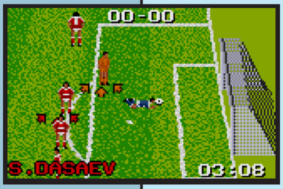
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S.DASAEV
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EUROPEAN SOCCER CHALLENGE
LYNX
VIDEO GAME CARD • CARTE DE JEU
TELEGAMES
1 TO 2 PLAYERS

Developer	Krisalis Software
Publisher	Telegames
Release date	1993
Genre	Sports
Mode	1 (-2) Player(s)

European Soccer Challenge was originally released as Manchester United Europe and was the followup to the 1990 video game Manchester United.

The game offers friendlies and a tournament. The tournament features 32 teams, with three two-legged tie rounds plus semi-finals and finals. Players can select from more than 120 club teams from 32 European countries. Tournament progress is saved via passwords. Options include three difficulty settings (determining how much tackling is automatic), match length (between 4 and 90 minutes) and a selection of controls.

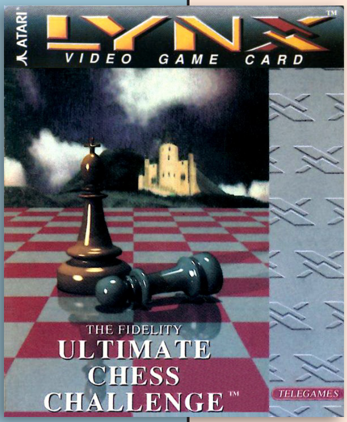
A match is seen from a bird's eye view perspective. The Lynx' two buttons trigger high and low kicks on offense and regular or sliding tackles on defense. The low kick button is also used for volleys and headers in the appropriate situations.

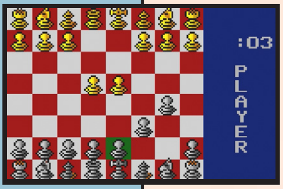
"mobygames.com"

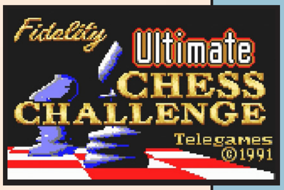
N P

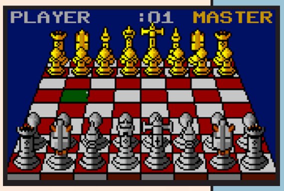
7.0

The Fidelity Ultimate Chess Challenge


ATARI
LYNX
VIDEO GAME CARD
THE FIDELITY
ULTIMATE
CHESS
CHALLENGE
TELEGAMES




Fidelity
Ultimate
CHESS
CHALLENGE
Telegames
©1991


PLAYER
:01
MASTER

Developer	Telegames
Publisher	Telegames
Release date	1991
Genre	Board
Mode	1-2 Players

This handheld chess game uses Chessmaster 2100's basic game engine. It was written by Fidelity Electronics, makers of various chess computers, and reached a master rating of 2325 Elo (a method for calculating the relative skill levels of players).

The program includes such items as en passant attacks for pawn, castling, check and checkmate, and draws for various reasons. Move time limits are optional, and the CPU's thinking time can be specified. If players need a hint, they can press the B button and the game may or may not give them a hint. Players can also play against another player, alternating.

The game was met with mostly positive reception. Robert A. Jung reviewed the game for IGN. In his final verdict he wrote; *"Telegames has made a respectable entry into the Lynx game market with this title." "It plays a strong, challenging game, though it presumes some knowledge of chess on your part." Giving a final score of 7 out of 10.*

"mobygames.com"

N P

Gates of Zendocon

6.3

Developer	Epyx
Publisher	Atari
Release date	1989
Genre	Shooter
Mode	1 Player

ATARI
LYNX
VIDEO GAME CARD
GATES OF ZENDOCON

The Gates of Zendocon
©1989 EPYX INC. TM
by M. PETER ENGELBRITE
OPT.1=STARTING BASE A=EASY
OPT.2=MUSIC ON/OFF B=HARD

66500
GATE ENTER HERE!

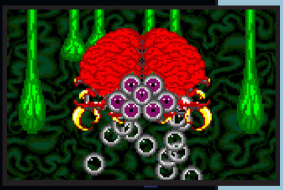
Gates of Zendocon is a 1989 shoot ‘em up released exclusively for the Atari Lynx. It was also released in Japan by Mumin Corporation. It was one of the launch titles that were released along with the system in North America.

In the game, the eponymous evil spider has trapped the player’s space fighter in his web of universes, which are interconnected by a series of teleportation gates and riddled with alien bases, with the primary objective of finding and defeating him while recruiting friendly allies along the way.

Gates of Zendocon is a horizontally scrolling shoot ‘em up where the player take control of an unnamed space fighter craft across 51 non-linear levels (“universes”), with the main objective being finding and defeating the evil spider Zendocon by passing through teleportation gates to do so, while battling against an assortment of Zendocon’s army. During gameplay, there are a number of friendly alien allies who were slaved by Zendocon that aid the player in their journey and protect the ship. Most of the levels are riddled with enemies and if the player’s ship is hit by an enemy or projectile, it will reflect the amount of damage taken as a result: it can lose the laser tip and the engine before the last hit that will obliterate the player’s ship. In addition, there is a hidden level inside the game where the player can earn high scores by destroying the faces of the game’s creators.

Programmed by Todd’s Adventures in Slime World author Peter Engelbrite, Gates of Zendocon began its development prior to the existence of functional Lynx hardware. In an online interview with website The Atari Times, Engelbrite recounted about the development process of the game, stating that work on the project began before functional Atari Lynx hardware existed and wrote an emulator of the console on the Apple II 8-bit microcomputer, setting up the system’s graphical data structures but displaying the sprites as ASCII text.

Gates of Zendocon garnered positive reception. In a review for STart, Clayton Walnum called the game *“the obligatory, horizontally-scrolling, outer-space shoot-em-up”*, and said it would only appeal to fans of the genre due to its limited depth and weak use of the Lynx hardware. Robert A. Jung also reviewed the game for IGN. He noted that *“Underneath the average graphics and average sound is a well-rounded, pretty diverse action game”* and called it *“a good buy”*. Giving a final score of 7 out of 10.



5.4

Gauntlet: The Third Encounter

GAUNTLET®
THE THIRD ENCOUNTER
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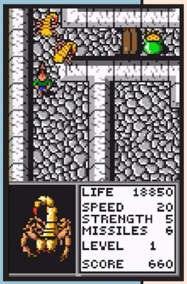
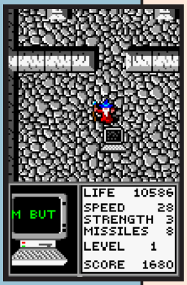
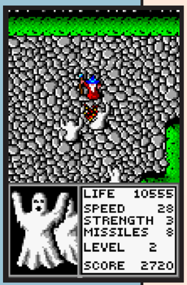
®Atari Games Corp.
Licensed to Atari Corp.

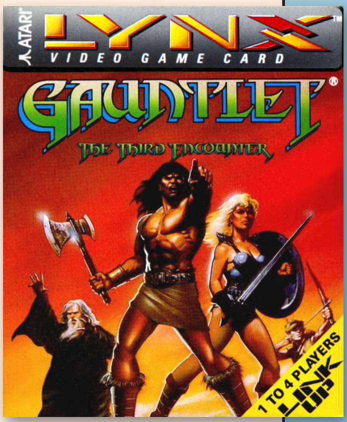

LIFE 18850
SPEED 20
STRENGTH 5
MISSILES 8
LEVEL 1
SCORE 660


M BUT
LIFE 10586
SPEED 28
STRENGTH 3
MISSILES 8
LEVEL 1
SCORE 1680

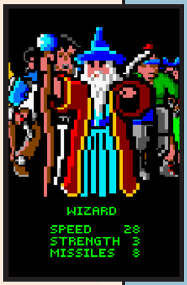

LIFE 10555
SPEED 28
STRENGTH 3
MISSILES 8
LEVEL 2
SCORE 2720

● N P

Developer	Epyx
Publisher	Atari
Release date	1990
Genre	Action role-playing
Mode	1 (-4) Player(s)


ATARI
LYNX
VIDEO GAME CARD
GAUNTLET®
THE THIRD ENCOUNTER
1 TO 4 PLAYERS
LINK

Gauntlet: The Third Encounter is an arcade-style dungeon crawler developed exclusively for the Atari Lynx. Despite using the same packaging artwork that was used for the NES version, The Third Encounter is not a port of the original Gauntlet or its sequel, but instead started development as a new IP by Epyx titled Time Quests and Treasure Chests before it was rebranded for its release in order to be marketed as a new Gauntlet entry.


WIZARD
SPEED 28
STRENGTH 3
MISSILES 8

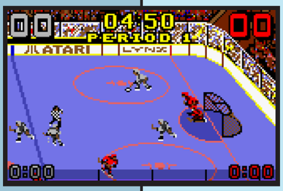
The player controls an adventurer whose objective is to venture into an ancient castle populated by monsters in order to retrieve the Star Gem. The castle consists of 40 levels. At the start of the game, the player can choose from eight character classes to play as, including the Valkyrie and the Wizard from the original Gauntlet, as well as six new character classes: the Samurai, the Punk Rocker, the Android, the Gunfighter, the Nerd and the Pirate. Up to four players can be play and each class can only be chosen by a single player at a time. It is one of the few games for the Lynx that uses its vertical mode.

Gauntlet: The Third Encounter garnered mixed reception. In a review for STart, Clayton Walnum commented, *"Although The Third Encounter is basically a shoot-em-up, spells and other special items take the game a step beyond that genre. Moreover, tricky obstacles like illusory walls make this dungeon diversion as much a treasure hunt as a shooter. The display is vivid and imaginative and the gameplay fast and smooth."*

5.2

Hockey

ALPINE STUDIOS
PRESENTS
HOCKEY
©1992 ATARI CORP.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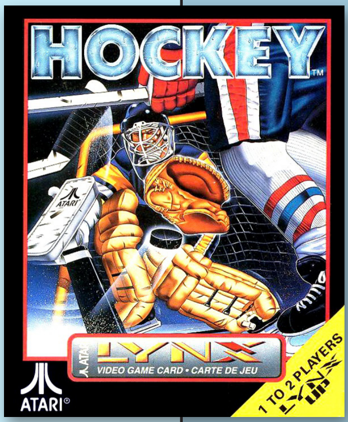
PERIOD 1
00
ATARI
LYNX
0:00
0:00

N P

Developer	Alpine Studios
Publisher	Atari
Release date	1992
Genre	Sports
Mode	1 (-2) Player(s)


HOCKEY™
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI
1 TO 2 PLAYERS

In this hockey game there are 22 teams to choose from which are based on the NHL 91 line up, though they can be changed if the player wishes. Players control one player at a time and the CPU controls the rest of the team, though players can switch to a different player at any time if the need arises. There is also a fight penalty system where they have to continually punch the opponent in order to proceed.

Article from: EGM issue 15
- October 1990

ATARI LYNX HAND-HELD
LYNX
ATARI

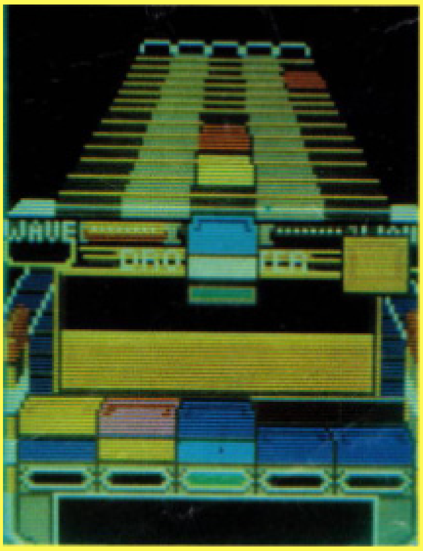
...with the Most Advanced System On the Market, the Only Thing Missing From the Lynx Are the Games...

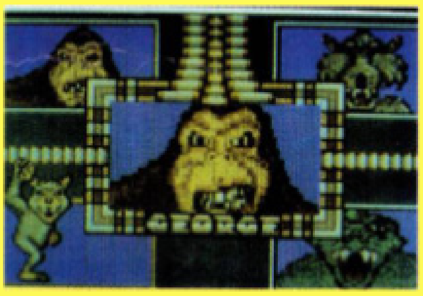
There has been a lot of excitement surrounding the Atari color portable system ever since it was released last year, and well there should be. Not only does the Lynx possess some of the most powerful hardware of any system, portable or console, it has a super sound chip and surpasses the capabilities of bigger machines like the Genesis in some respects.

Despite the power afforded by the scaling and other functions that the Lynx boasts, it has suffered from the start by a high price tag and a excruciatingly slow schedule of new game releases. Since its first appearance the Lynx has only gotten a handful of cards out.

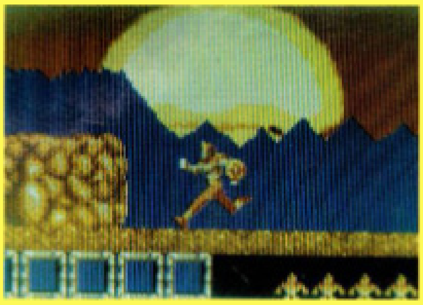
This may soon change, however, with Atari making a full commitment to stand behind the Lynx. Not only are dozens of new titles in development (with many due to hit stores in time for Christmas), but a new and smaller Lynx is in the works.

While it may not have the current support it deserves, the Lynx is a good system and a great hand-held that should come on strong in the months to come!



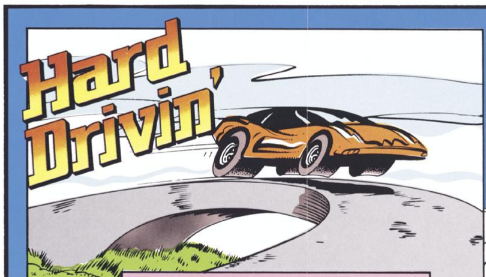


Rampage brings the city-smashing action of the arcades onto a smaller screen!



Coming soon is a graphically intense version of the Tecmo coin-op classic, Rygar!

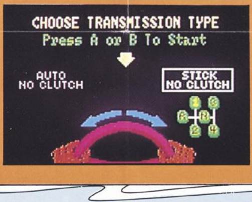
The Lynx version of Klax, the Atari Games coin-op puzzler, is better than any other!



The world's most awesome road rally is about to begin. Two different tracks will challenge even the most experienced driver. What should you do first, go all out on the breakneck speed track or risk your life on the perilous stunt track? It's a choice between open road and jumps, loops and barrel turns. You'll need all the speed and skill you possess if you want to master both courses. So strap yourself in tight and get ready for some Hard Drivin'!

GETTING STARTED

1. Insert the Hard Drivin' game card and turn on your Lynx as instructed in your **Lynx Owner's Manual**.
2. Press **A** or **B** to clear the Title screen. The Track screen appears. This screen shows the layout of the course, including both tracks.
3. Press **A** or **B** again to clear the Track screen.
4. Choose your transmission type by pressing right or left on the joypad until the arrow points at your selection. You have two choices, Auto or Stick. Once you have made your selection, press **A** or **B** to start the game.



CHOOSE TRANSMISSION TYPE
Press A or B To Start

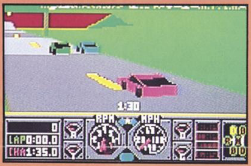
AUTO
NO CLUTCH

STICK
NO CLUTCH

PLAYING THE GAME

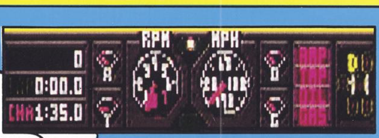
Hard Drivin' is a game of skillful driving for one player. The object of the game is to complete both the speed and stunt tracks before time runs out.

When the game begins, you see your red car behind two other cars. Don't be fooled, though. There are plenty of other cars to watch out for during the road rally.

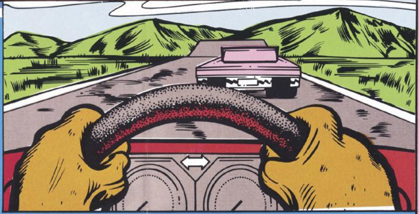


Look at your dashboard. The dash shows information that will be vital to your success. The Score indicator shows the points earned. You earn points for distance traveled on the road. Distance traveled off-road does not earn points. LAP shows the current lap in the rally.

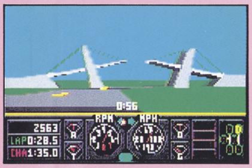
The RPM and speed indicators show you how hard you are driving. You want to drive hard, but be careful. You don't want to blow your engine or crash.

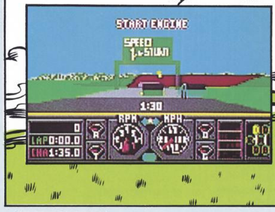


The Warning Lights show you if your car is in trouble. The Gear Indicator shows your current gear. (This is especially important if you are driving a stick shift car.)



The Stunt Track and the Speed Track overlap each other. As you get familiar with the game, you will see places where they cross. But don't jump from one to the other, or you won't get credit for finishing either one!

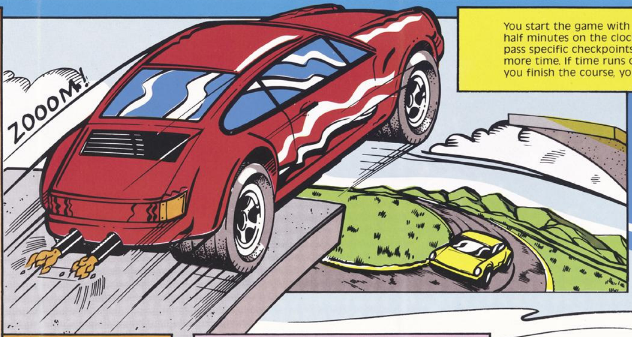




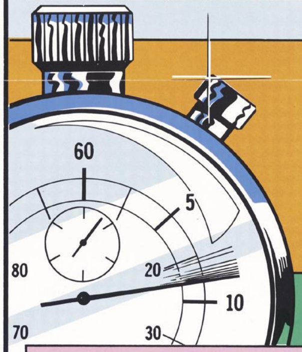
At the command "Start Engine," press the **B** button. Your engine turns over and you're ready to roll! Steer you car by pressing right or left on the joypad. Hold down the **B** button to accelerate. Press **A** to brake. To go into reverse, hold down the **A** button to brake to a stop, then press **Option 2**. To shift back into forward, brake to a stop and press **Option 1**.

If you are using an automatic transmission, the controls are the same as for a manual transmission except you can shift up a gear by pressing **Option 1** and down a gear by pressing **Option 2**. Also, you must be in first gear to shift into reverse.

Pressing **B** is like pressing the gas pedal in a real car. The longer you press, the faster you go. Go too slow and you'll never finish the course. Go too fast and you'll lose control and crash, another sure way to fail.

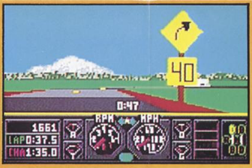


You start the game with one and a half minutes on the clock. As you pass specific checkpoints, you earn more time. If time runs out before you finish the course, you lose.

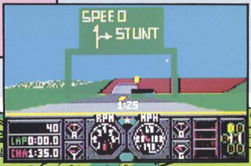


The first few times you play, watch the speed limit signs at the side of the road and try to stay around the suggested speed. As you gain experience and skill, you can try to speed it up.

Control your speed by pressing **B**, then letting go when the speed gets too high. When the speed gets too low, press **B** again. It may take a little practice, but you'll soon the get the hang of it.



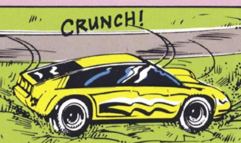
Soon after you start the rally, you will come to a "Y" intersection. This is where you must decide which course you want to attempt. Go straight to stay on the speed track. Turn right to try the stunt track.

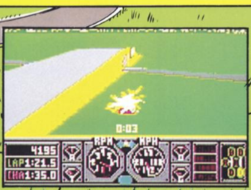


As you drive around the course, try to stay on the road as much as possible. You score more points if you stay on the road. There are times when you may you wish to go offroad and skip a certain part of the course. You can do this, but remember, you only have 10 seconds to get back on the track or you will be disqualified. If you go offroad for more than three seconds, you can quickly get back on the track by pressing **A** and **B** together.

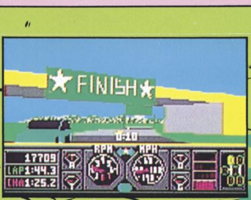
If you run into another car, a building, a fence or any other obstacle, you will crash. You will also crash if you go too far off the road, go too fast over jumps or hills, or too slow through loops.

Each time you crash, you will see an instant replay of the mishap. You can either watch the entire replay, or you can skip the replay by pressing **A** or **B**.





If you finish the course ahead of the Challenge Time, you earn the right to race against Phantom Photon, the Hard Drivin' champion. Beat the Phantom Photon and you will become the new Hard Drivin' champion.



TIPS AND STRATEGY

Pay attention to speed limits your first few races. Leave the lead-footin' to the experts while you learn how to survive the course.

To survive the loop-the-loop, go at least 60 MPH when you enter the loop, then stay to the right.

Let up on the gas or tap on the brakes to slow down through sharp turns.

Do not go over 100 MPH through turns unless you have a death wish.

Just tap the joypad to steer. If you mash it down and hold it, you'll spin out.

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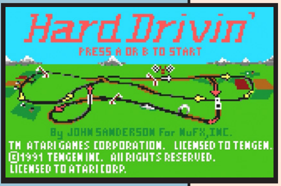
C398102-048 7-91 Printed in Hong Kong
G C 8 1991

Hard Drivin'

3.7


Hard Drivin'
PRESS A OR B TO START
By JOHN SANDERSON For NuFX,INC.
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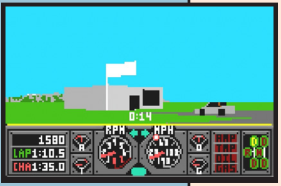
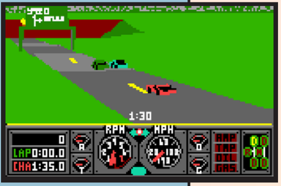

0:14
1580
LAP1:10.5
CHA1:35.0
RPM
MPH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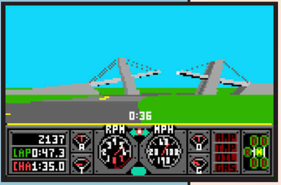
CHA1:35.0
RPM
MPH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2137
LAP0:47.3
CHA1:35.0
RPM
MPH

Hard Drivin'
ATARI
LYNX
VIDEO GAME CARD
ATARI

N P

Developer	MidNite Software, NuFX
Publisher	Atari
Release date	1991
Genre	Racing
Mode	1 Player

Hard Drivin' was first released to the arcades in 1989. The home conversions retain most of the 3D graphics the Arcade version are know for.

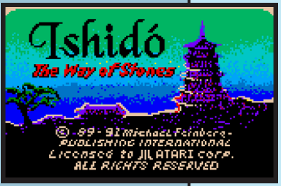
The players are in control of a high-performance sports car. The objective is to race around the course as fast as possible and hit as many checkpoints as possible. If they hit a checkpoint they gain extra time to go farther. There are traffic on the road in both direction.

The course has two sections: speed track, and stunt track. Speed track is longer, but can usually achieve higher speeds. Stunt track requires players to perform several stunts such as jumping bridges, driving through a loop, and so on.

A notable feature of the game is the "instant replay" display that is presented after a crash.

Ishido: The Way of Stones

8.4


Ishidó
The Way of Stones
© 89-91 Michael Feinberg-
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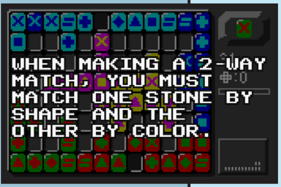
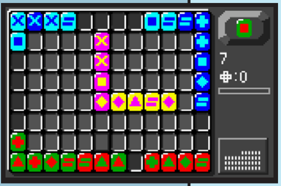
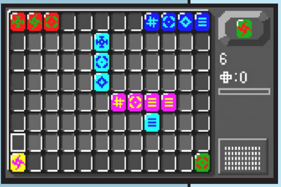

WHEN MAKING A 2-WAY MATCH, YOU MUST MATCH ONE STONE BY SHAPE AND THE OTHER BY COLOR.





Ishido
The Way of Stones
ATARI
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

N P

Developer	California Dreams
Publisher	Atari
Release date	1991
Genre	Board
Mode	1 Player

Ishido is a solitaire board game played with tiles, similar to Shanghai.

The objective is to place all of the tiles onto the board and obtain the highest possible score by following specific rules of play. Every tile/stone has two attributes: a color and a symbol. There are six colors and six symbols in each stone set, thus creating 36 unique stones. Since each stone comes in a pair, there are therefore 72 stones in each stone set.

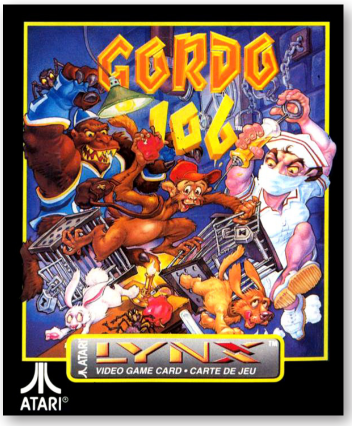
The primary objective is to place all 72 stones onto the board of 96 squares. The challenge arises because stones must be placed adjacent to others that they match, either by color or symbol. When the board begins to fill up, this objective is not so easily accomplished.

Additionally, when desired, the player can get an oracle reading by asking a question, which is answered when the player makes a very elegant play (four-way match).

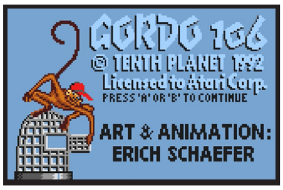
There is also a "construction set" where players can create their own tiles and backgrounds.

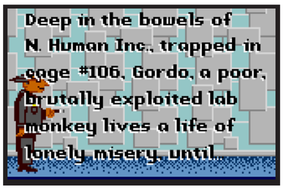
6.2

Gordo 106

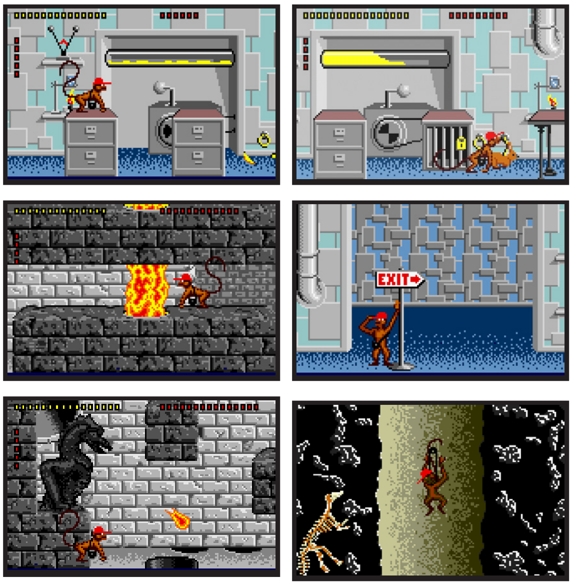


Developer	Tenth Planet
Publisher	Atari
Release date	1993
Genre	Platformer
Mode	1 Player


GORDO 106
© TENTH PLANET 1992
Licensed to Atari Corp.
PRESS 'A' OR 'B' TO CONTINUE
ART & ANIMATION:
ERICH SCHAEFER


Deep in the bowels of N. Human Inc., trapped in cage #106, Gordo, a poor, brutally exploited lab monkey lives a life of lonely misery, until...

Gordo 106 was released exclusively for the Lynx. Set in the installations of N. Human Laboratories, players assume the role of an exploited laboratory monkey named Gordo, who unintentionally gained intelligence as a result of experimentation with radiation in order to free other animal test subjects and escape from the building, while defeating scientists and employees of the complex along the way.



Gordo 106 is a side-scrolling platform game in which the players take control of the eponymous protagonist across six areas. Gordo can fight against enemies by throwing apples collected in the stage at them, as he does not possess any other means of offense. Gordo is very agile and can swing from chains that hang from the ceiling to avoid the many pits that litter the floor. Rescuing the lab animals involves a different process depending on the stages, which must be explored fully in order to find and free them, however if Gordo fall into a pit, the player enters into a dungeon riddled with lava on the floor that can instantly kill their character and inside these dungeons there are also caged animals that can be freed as well.

Conceived by FM Waves co-founder Efraim Wyeth before being rebranded as Tenth Planet, Gordo 106 began development in 1991 and was jointly created by David Brevik and the brothers Erich and Max Schaefer, who would later go on to establish Condor before being now known as Blizzard North. Wyeth originally had no set direction for their first title but after meeting with Jack Tramiel, founder of Commodore International, in a reunion, he proposed several projects before settling with one that would become the basis of the project, which took influence from Spider-Man.

Gordo 106 was released in 1993, late into the life span of the Lynx and became the first commercially released game to be created by Brevik and the Schaefer brothers. Due to the low install base of the system, the game failed to recoup its investment.

Since its release, Gordo 106 has received very mixed reception from critics and reviewers alike who criticized its low framerate, overall visuals, audio, controls and gameplay, though some praised the parallax scrolling.

Robert Jung reviewed the game for the Lynx and in his final verdict he wrote *"If the Lynx game library was saturated with run-and-jump titles, Gordo 106 would quickly be overshadowed by flashier, more appealing entries. As things stand, its biggest fans will be players who can stomach its bland flavors and overloaded cliches in exchange for a moderate challenge."* Giving the game a score of 5 out of 10. Game Zero Magazine reviewed the game and gave it a score of 73 out of 100.

A remake for the SNES was in development by Atomic Games and planned to be published by DTMC but it was never released.

Hydra

7.8

HYDRA
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Licensed to Atari Corp

Developer	NuFX
Publisher	Atari
Release date	1992
Genre	Action
Mode	1 Player

HYDRA
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

N P

Hydra was first released to the arcades in 1990. In the game, players must stop thieves who is trying to steal treasures from a museum. The player is issued an experimental speedboat to navigate the rivers in order to retrieve the treasures from checkpoints. There are nine levels of rivers and oceans. While playing the game the player can collect money bags for extra cash and crystals for extra fuel. At the end of each level the player drops off the cargo and can buy upgrades from a shop to improve the Hydra speedboat.

Robert Jung reviewed the Atari Lynx version of the game which has been published on IGN, he went on to say the game borrowed *"heavily from Roadblasters"* but he found it fun giving a score of 8 out of 10. Game Zero Magazine reviewed the game giving a score of 82 out of 100.

Joust

8.8

JOUST
PRESENTED BY
SHADOWSOFT INC.
JOUST (R)
COPYRIGHT 1983
ALL RIGHTS RESERVED
LICENSED THROUGH WILLIAMS
ELECTRONICS GAMES INC.

COLLECT 3000 SURVIVAL POINTS
13,000

Developer	Shadowsoft
Publisher	Shadowsoft
Release date	1992
Genre	Platformer
Mode	1 (-2) Player(s)

Shadowsoft / Williams
JOUST
OFFICIAL SEAL OF QUALITY
ATARI
LYNX
VIDEO GAME CARD
1 TO 2 PLAYERS
UP

N P

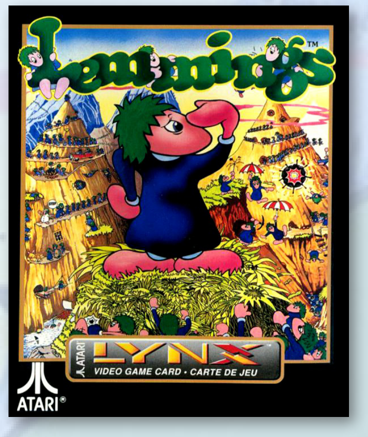
Joust is an arcade game developed by Williams Electronics and released in 1982. It popularized the concept of two-player cooperative gameplay by being more successful at it than its predecessors.

Joust is a platforming game where the player controls a yellow knight riding a flying ostrich from a third-person perspective. The player navigates the protagonist around the game world, which consists of rock platforms floating above a flat island surrounded by lava.

The objective is to defeat groups of enemy knights riding buzzards that populate each level, referred to as a "wave". Upon completing a wave, a subsequent, more challenging one will begin. Players pilot the knight to collide with enemies. The higher of two jousting lances is the winner, whereas a collision of equal height repels the characters apart. Once the enemy has been hit, an egg falls to one of the platforms below. The knights must destroy the eggs before they hatch and release new and increasingly more difficult knights.

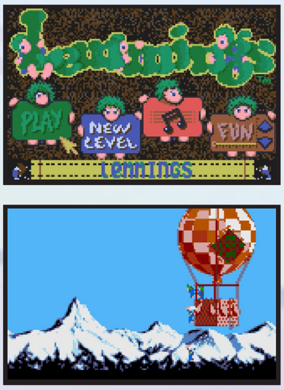
8.5

Lemmings



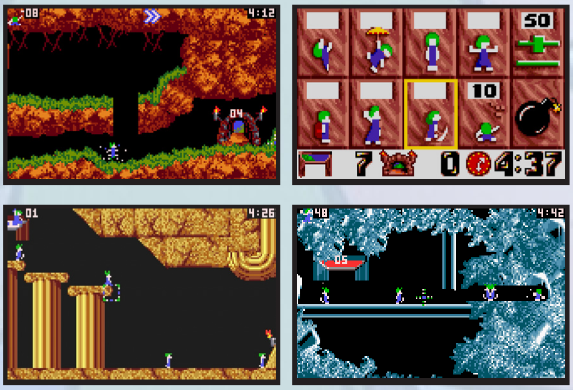
N P

Developer	DMA Design
Publisher	Psygnosis
Release date	1993
Genre	Strategy
Mode	1 Player



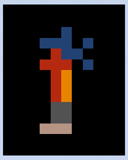
Originally an Amiga exclusive, Lemmings was met with an exceptional reception and was quickly ported to many different platforms.

Lemmings is a puzzle game that requires players to direct a group of green haired, blue-shirted, lemmings from point A to point B. The lemmings constantly march in one direction unless they run into an obstacle, at which point they turn around and walk the other way. Being unaware of their own mortality, the lemmings will blindly run into fire, jump off cliffs, become crushed and fall victim to numerous other pitfalls.



The player must command the lemmings to do certain tasks in order to complete each stage and get a certain percentage of lemmings to safety. These actions include digging, using a pick axe to dig diagonally, using their arms to punch horizontally through terrain and building staircases to traverse large gaps.

The inspiration for the gameplay came as a result of a simple animated character sprite in an 8×8 pixel box created by Mike Dailly (the first employee of DMA Design) using Deluxe Paint as part of development for the 1993 game, Walker, then envisioned as a sequel to the 1989 game, Blood Money. Dailly was able to quickly produce an animated graphic showing his creations moving endlessly. One members of the DMA Design, Russell Kay, observed that *"There's a game in that!"*, and later coined the term "lemmings" for the animation, according to Dailly. Allowing the creatures to move across the landscape was based on a Salamander weapon concept for Blood Money and demonstrated with the animations.



Levels were designed based on a Deluxe Paint interface, which allowed several of the members to design levels, resulting in *"hundreds of levels"*. There were several internal iterations of the levels, each designer challenging the others.

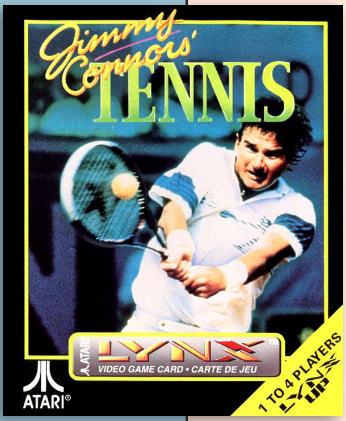
Music was originally created by the younger brother, Brian Johnston, of DMA artist, Scott Johnston (their mother was also the first voice of the lemmings), who sampled bits of copyrighted music. This had been common practice, but at that point there was a growing awareness of music copyright. Psygnosis asked Tim Wright to replace the offending tracks, who often used arrangements and reworkings of classical and traditional music to avoid copyright problems.

The original sales for Lemmings on the Amiga topped 55,000 copies on the first day of sales. With all ports included, Mike Daily estimated that 15 million copies of Lemmings were sold between 1991 and 2006. In 2017, Luke Plunkett from Kotaku placed the figure at over 20 million, a figure which has been quoted as far back as 1997.

In 1994 Electronic Gaming Monthly complimented the Lynx version's large number of options and password feature, and remarked, *"Lemmings has always been a good strategy game, and the Lynx version continues the tradition."*

Jimmy Connors Tennis

7.6

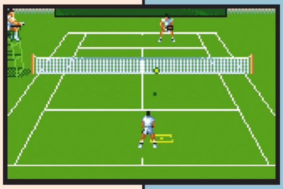

Jimmy Connors' TENNIS
LYNX
VIDEO GAME CARD • CARTE DE JEU
1 TO 4 PLAYERS
ATARI

Developer	Hand Made Software
Publisher	Atari
Release date	1993
Genre	Sports
Mode	1 (-4) Player(s)

Jimmy Connors Tennis is a tennis simulation and features the name and likeness of American world-number-one tennis champion Jimmy Connors.

The player can compete in an ATP World Tour at one of three difficulty levels, or just practice hitting tennis balls. Four players may play competitively.

JIMMY
CONNORS
TENNIS
FROM
ATARI



N P

Kung Food

4.8

KungFood
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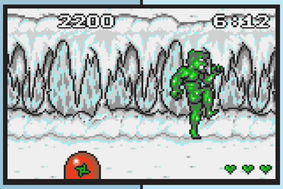
ATARI CORPORATION



N P

Developer	Lore Games
Publisher	Atari
Release date	1992
Genre	Beat ‘em up
Mode	1 Player

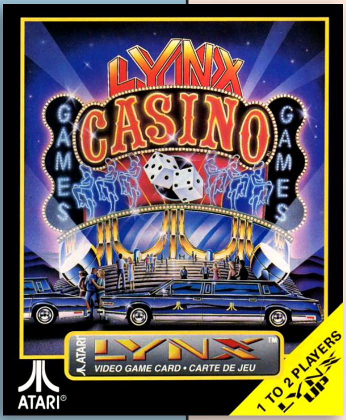
Kung Food was developed by Christian Urqhart and Steven Mitchell. The player controls a protagonist who uses martial arts to overcome mutant vegetables that have invaded his freezer. Enemies include ice cubes, carrots and tomatoes.

The game is seen by many to be one of the hardest and most frustrating game on the Lynx platform, with enemies popping up instantly and from nowhere, and killing the player off.

KUNG FOOD
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

Lynx Casino

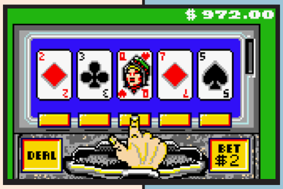
6.6


LYNX CASINO
GAMES
GAMES
LYNX
VIDEO GAME CARD • CARTE DE JEU
1 TO 2 PLAYERS
ATARI

Developer	Atari
Publisher	Atari
Release date	1992
Genre	Casino
Mode	1 (-2) Player(s)

This game is a collection of casino games which are accessed by moving the player around the casino and selecting the preferred game table or machine to play that game. The player start off with $1,000 to gamble with and the ability to get two loans of $500 if needed from the dealers. The 5 games available are: Blackjack, Craps, Roulette, Slot Machines (Fruit Machines) and Video Poker.

LYNX
CASINO


$ 972.00
DEAL
BET #2

N P

9.3

Klax

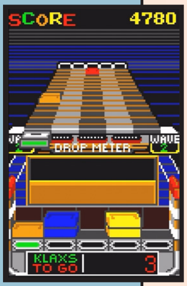
PLEASE SELECT A WAVE

WAVE 1 DROPS PER GAME 3 NO BONUS

WAVE 6 DROPS PER GAME 4 100,000 BONUS

WAVE 11 DROPS PER GAME 5 200,000 BONUS

WAVE 11 HIGHEST LEVEL PLAYED 200,000 BONUS

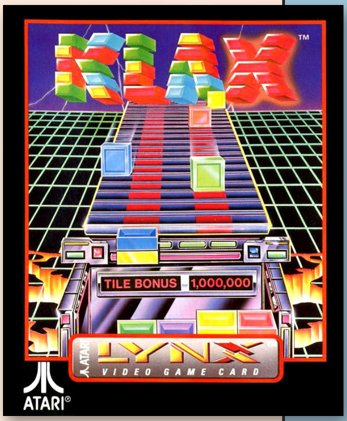

SCORE 4780
DROP METER
KLAXS TO GO 3

SCORE 90
DROP METER
+50
KLAXS TO GO 2

SCORE 4015
EMPTY SPACE 4200
BONUS POINTS 50

SCORE 13305
+5000
DIAGONALS LEFT 2

● N P


KLAX
TILE BONUS 1,000,000
LYNX
VIDEO GAME CARD
ATARI

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Puzzle
Mode	1 Player

Klax is puzzle game originally released in arcades in 1990 by Atari Games.

Klax features a conveyor belt at the top of the screen which rolls toward the playing area, delivering a steady supply of colored blocks. The player controls a small device which sits at the interface between the conveyor belt and the playing area. By moving this left and right, the player can catch up to five blocks and deposit them in the playing area. Blocks are dropped in order of recency, with the newest block dropped first. Similarly, the player may launch blocks back up the conveyor belt in an attempt to “juggle” them to get the appropriate color ready.

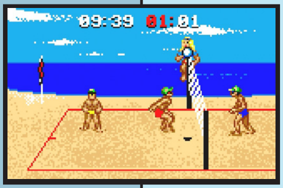
In a capsule review of the Lynx version for STart, Clayton Walnum commented, *“Once you start playing Klax, a maniac with an Uzi won’t be able to tear you away. Not only are the graphics clean and vivid, the music is darn near good enough to dance to and the digitized sound effects and speech are astonishing for such a small unit.”*

8.0

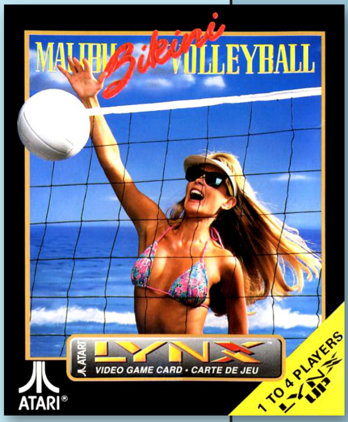
Malibu Bikini Volleyball

Malibu Bikini VOLLEYBALL

Heads
PI & KO
First Serve
Tails
AI & OW
First Serve



N P

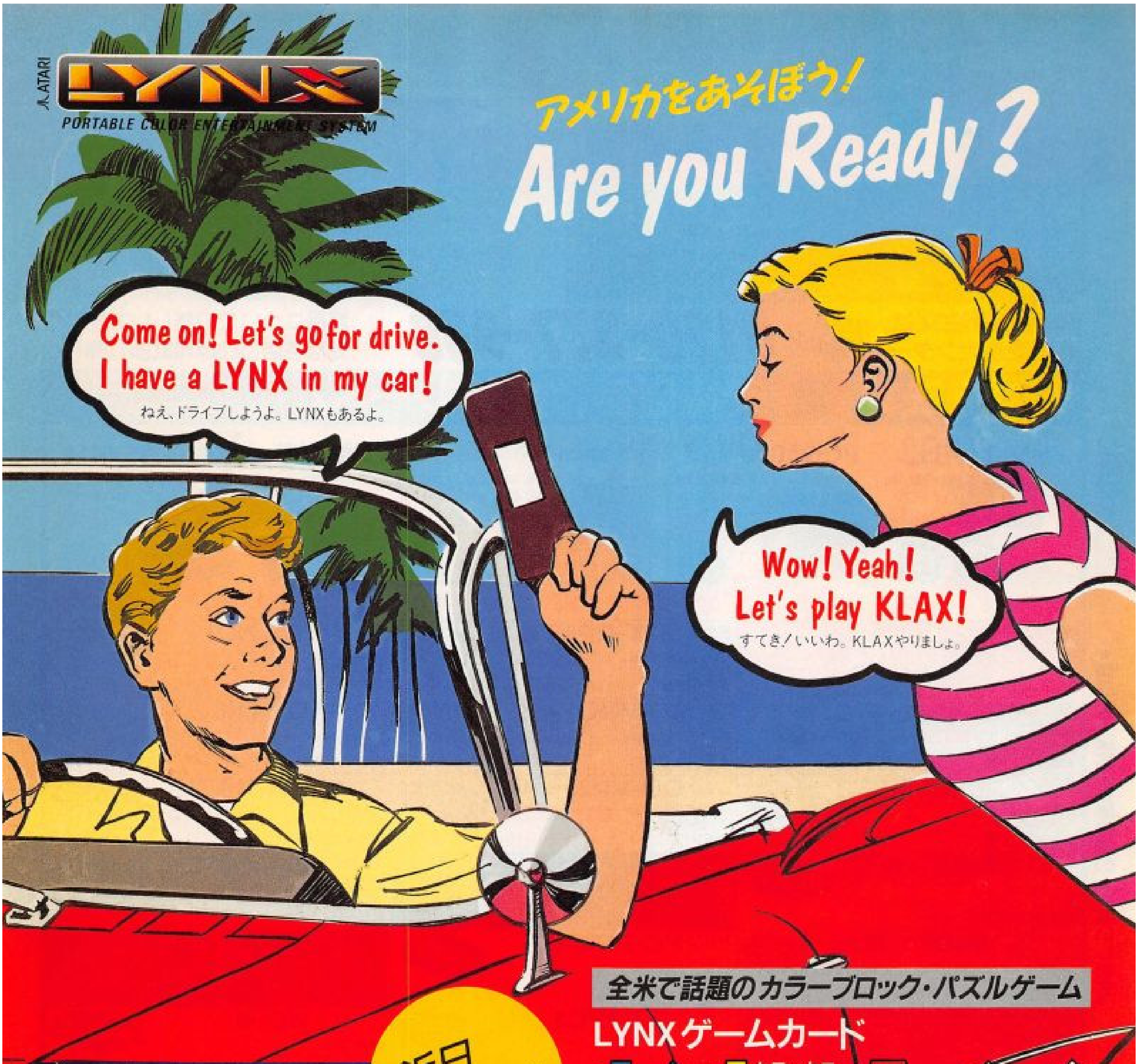

MALIBU Bikini VOLLEYBALL
LYNX
VIDEO GAME CARD · CARTE DE JEU
ATARI
1 TO 4 PLAYERS

Developer	Hand Made Software
Publisher	Atari
Release date	1993
Genre	Sports
Mode	1 (-4) Player(s)

Malibu Bikini Volleyball, released exclusively for the Atari Lynx, is a beach volleyball game where the goal is to be the first to score the game-winning points (10, 12 or 15 points) or out-score the opponent within the pre-set time limit (5, 10, 15 minutes or “no limit”).

Players have the choice to compete across any of the game modes available with either AI-controlled opponents or against other players using the ComLynx system on matches set in Malibu, California. Its gameplay mainly uses a two-button configuration.

The game garnered mixed reception from critics since its release, who felt divided in regards to several aspects such as the presentation, graphics, sound design, gameplay and controls, although the multiplayer for up to four people was noted by some reviewers as a positive point.


ATARI
LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM
アメリカをあそぼう！
Are you Ready?
Come on! Let's go for drive.
I have a LYNX in my car!
ねえ、ドライブしようよ。LYNXもあるよ。
Wow! Yeah!
Let's play KLAX!
すてき！いいわ。KLAXやりましょ。

全米で話題のカラーブロック・パズルゲーム

LYNXゲームカード

KLAX
クラックス

近日発売！

3.4インチ液晶カラー画面の魅力。
新世紀ハンディゲームマシン

ATARI LYNX
標準小売価格
¥29,800（税別）

●横画面・縦画面対応。●画面反転可能。●画面内拡大・縮小・回転表示可能。●8台までのマルチプレー可能。

●お問い合せは

総発売元 mumin 株式会社 ムーミン

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大阪支店　〒542 大阪市中央区東心斎橋1-3-4 日本生命長堀橋ビル5F 電話(06)251-4001(代表) FAX(06)243-0522

製造元 ATARI JAPAN CORPORATION

Ms. Pac-Man

8.0

MS. PAC-MAN
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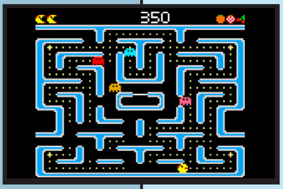

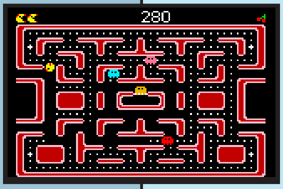

● N P

Ms. PAC-MAN
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Action
Mode	1 Player

Ms. Pac-Man was developed by General Computer Corporation and released by Midway Games as an arcade game in 1982. It was the sequel to Pac-Man, and the first entry in the series to not be made by Namco.

Controlling the titular character, the player must eat all of the pellets in a maze, earning points for all pellets eaten, while avoiding four colored ghosts -red, pink, blue, and tan. Eating the large flashing power pellets will cause the ghosts to turn dark blue temporarily and make them vulnerable to Ms. Pac-Man. If the ghost are eaten by Ms. Pac-Man while in this state, additional points are earned, and the ghosts eyes will return to their home base, form a new body, and continue their pursuit of Ms. Pac-Man.

The Lynx port introduced new mazes, a fourth intermission, and a power-up that gives the player a temporary speed boost.

In STart, Clayton Walnum praised the Lynx version's new mazes and the added twist of the lightning power-ups, and found the game transferred well to the small screen. Les Ellis reviewed the game for Raze Magazine in February 1991, he liked the *"neat little between-level scenes"* and the *"jolly title tune"* giving a final score of 79%.

Paperboy

8.0

PAPERBOY TM
PROGRAMMED BY AL BAKER
SOUND: DAVID TUMMINARO
ORIGINAL ART: ELITE
LYNX ART: NATHAN BAKER
PAPERBOY (TM)
ATARI GAMES CORP.
LICENSED TO TENGEN
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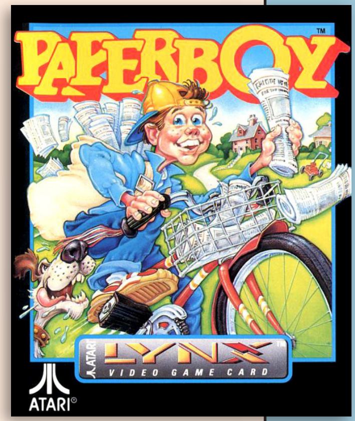
ALL RIGHTS RESERVED
LICENSED TO ATARI CORP.

SCORE
COURSE TIMER

SCORE
BREAKAGE BONUS

EXTRA! EXTRA!
The Daily Sun
MORNING FINAL
USE JOYPAD TO CHOOSE
PRESS 'A' TO START
FUN!
EASY STREET SCORE 1X
MIDDLE ROAD SCORE 2X
HARD WAY SCORE 3X


PAPERBOY
TM
LYNX
VIDEO GAME CARD
ATARI

● N P

Developer	Al Baker & Associates
Publisher	Atari
Release date	1990
Genre	Action
Mode	1 Player

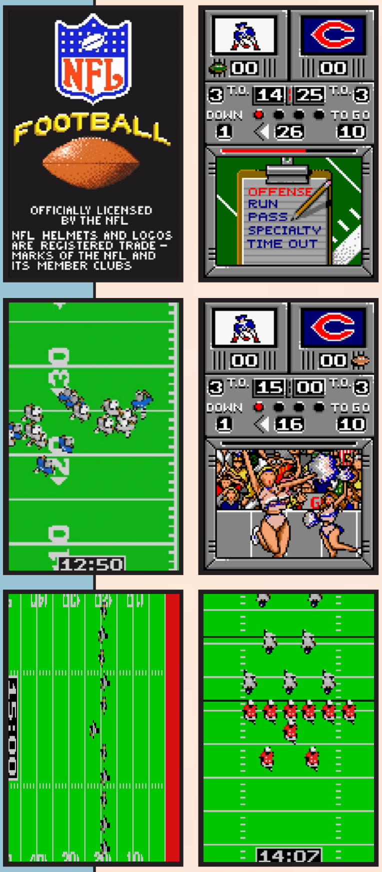
Paperboy was originally released for arcades in 1985. In the game, players controls a paperboy on a bicycle delivering newspapers along a suburban street. The goal is to deliver a week of daily newspapers to subscribing customers, attempts to vandalize non-subscribers' homes and must avoid hazards along the street. Subscribers are lost by missing a delivery or damaging a subscriber's house.

At the end of each stage is a training course with various obstacles to throw papers at and to jump over, and the player scores a bonus for finishing the course.

When reviewing the game, STart's Clayton Walnum praised the graphics and sound effects but deemed the game *"just another shoot-em-up without the shooting."*

NFL Football

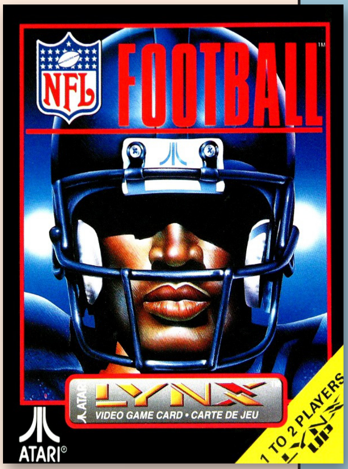
5.0


FOOTBALL

OFFICIALLY LICENSED BY THE NFL

NFL HELMETS AND LOGOS ARE REGISTERED TRADE-MARKS OF THE NFL AND ITS MEMBER CLUBS

Developer	BlueSky Software
Publisher	Atari
Release date	1992
Genre	Sports
Mode	1 (-2) Player(s)



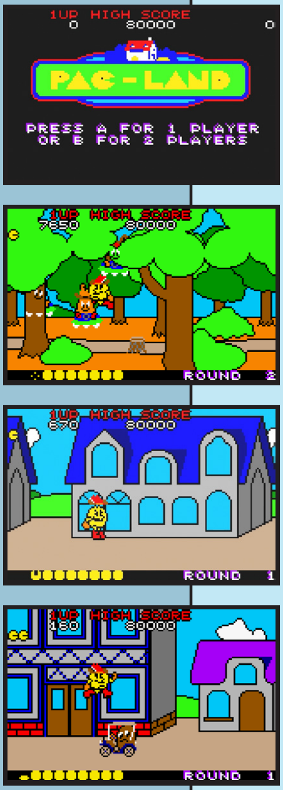
N P

NFL Football is an officially licensed NFL American football game. The game is played by holding the Lynx vertically and sports zooming and scaling graphical features, with an overhead, top-down view. Games last for four 15-minute quarters and it contains circa 25 offensive plays. Passing is done by holding down the B button and then moving a cross-hair to an open receiver, and then releasing the button to throw. Strategies can be changed in real-time. Two players can compete head-to-head with the ComLynx cable.

The game received overall negative reviews for being incomplete with buggy software. Electronic Gaming Magazine had four reviewers of the game, rating it 4, 6, 5, and 6. Between them, they said the game lacked focus, and has a poor implementation with difficult player control and choppy graphics.

Pac-Land

6.2


PRESS A FOR 1 PLAYER OR B FOR 2 PLAYERS

Developer	Atari
Publisher	Atari
Release date	1991
Genre	Platformer
Mode	1 Player

PAC-LAND
ATARI
LYNX
VIDEO GAME CARD

N P

Pac-Land is a port of a 1984 arcade game by Namco. The game centres around getting a fairy to the end of the stage and eventually back to the Queen Fairy in Fairyland.

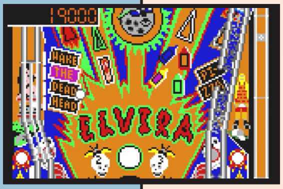
There are sixteen rounds to complete, with four trips each. Players must venture right and left and avoiding dangerous obstacles like quicksand, water and the ghosts themselves. During each round, Pac-Man can grab a power pellet, which cause ghosts to turn blue, allowing him to eat them for points. He must also make it to the end of each round before time runs out, otherwise a ghost will chase him.

The original arcade version was programmed by Yoshihiro Kishimoto of Namco Development Division 1. After seeing the success of the American Pac-Man cartoon series by Hanna-Barbera, Namco requested Kishimoto that he create an arcade game based on the show.

6.0

Pinball Jam

ELVIRA
AND THE PARTY MONSTERS
1 FOR EASY GAME - PRESS


19000
WAKE THE DEAD HEAD
ELVIRA

N P

Developer	Atari
Publisher	Atari
Release date	1992
Genre	Pinball
Mode	1 Player

Pinball Jam
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

Pinball Jam is a Lynx conversion of two pinball tables: "Elvira and the Party Monsters" (Midway, 1989), and "Police Force" (Williams, 1989). Both feature authentic table layouts, targets, and bonuses; the conversion of Elvira and the Party Monsters also features digitized sound effects, including the voice of Cassandra Peterson (Elvira).

Each table scrolls up and down during gameplay.

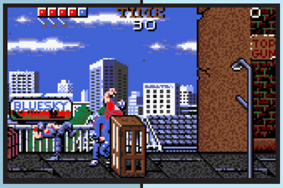
"mobygames.com"

7.5

Ninja Gaiden

NINJA
GAIDEN
© 1988 TECMO LTD.
© 1990 ATARI CORP.
LICENSED TO
ATARI CORP.

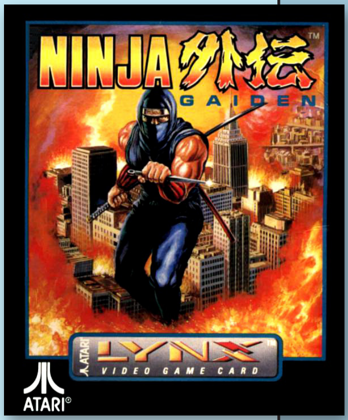
600
SILVERINK


TIME
30
BLUESKY

300
SILVERINK

N P

Developer	BlueSky Software
Publisher	Atari
Release date	1991
Genre	Beat 'em-up
Mode	1 Player

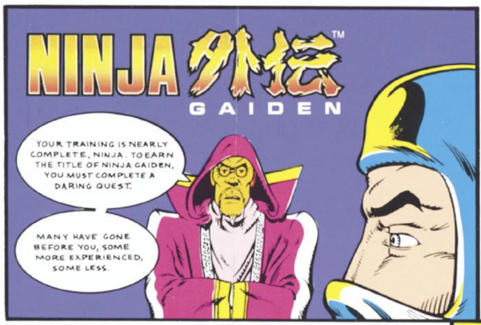

NINJA 外伝
GAIDEN
LYNX
VIDEO GAME CARD
ATARI

Ninja Gaiden is an arcade adaption for the Atari Lynx. Taking place in the United States, the game follows an unnamed ninja protagonist who is travelling through various locations across the United States, fighting a descendant of Nostradamus who leads a cult.

In comparison to the NES version, this game is a traditional beat'em up game similar to Double Dragon, in which the player walks from left to right while battling numerous enemies. Only if all foes are dispatched of, the player can advance in the level. The player's ninja can attack his enemies using his bare hands and feet or using a sword (for a limited time). He can also perform moves such as a flying neck throw, a back flip and hang kicks, performed while hanging in scenario objects.

Whenever the player dies, a continue screen will appear showing the Ryu chained to a table while a circular saw descends upon him.

Robert A. Jung reviewed the game for IGN. He said the story was irrelevant, the game was a scaled down version of the arcade original he went on to write; *"Sadly, Ninja Gaiden offers no improvement at all, and some would call its curtailing even worse."* He praise the graphics but in his final verdict he wrote *"Ninja Gaiden is not a bad game; it's just not a good game, either."* Giving a final score of 7 out of 10. CVG magazine also reviewed the Atari Lynx version of the game in their August 1991 issue. Les Ellis reviewed the game in Raze Magazine giving a score of 91%.

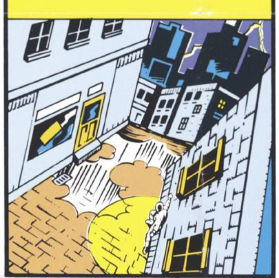

NINJA 外伝™
GAIDEN
YOUR TRAINING IS NEARLY COMPLETE, NINJA. TO EARN THE TITLE OF NINJA GAIDEN, YOU MUST COMPLETE A DARING QUEST.
MANY HAVE GONE BEFORE YOU, SOME MORE EXPERIENCED, SOME LESS.

THE POWERS OF DARKNESS HAVE TURNED THE SACRED SILENT CITY INTO THE EVIL, NOXIOUS LAIR. THEY PROFANE THE HOLY WALLS WITH GRAFFITI AND BILLBOARDS. THEY FILL THE STREETS WITH SMOKE AND FILTH.

WE HAVE SENT MANY EXPERIENCED NINJAS TO FREE THE CITY. NONE HAVE RETURNED. WE HAVE HEARD THAT SOME HAVE BEEN DESTROYED. OTHERS HAVE BEEN TOO WEAK TO OVERCOME THE LURE OF EVIL AND HAVE GONE OVER TO THE OTHER SIDE.

BUT YOU ARE DIFFERENT, NINJA. YOU ARE BRAVE IN HEART AND SPIRIT. MAYBE YOU WILL FREE OUR HOLY CITY AND OUR SACRED LAND OF THIS EVIL. IF YOU SUCCEED, YOU WILL BE CALLED A TRUE HERO, A NINJA GAIDEN. IF YOU FAIL, YOU WILL BE CALLED A MEMORY.

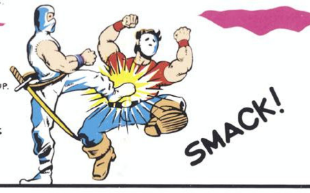
UNDER COVER OF STORM, THE YOUNG NINJA APPROACHES THE SILENT CITY.



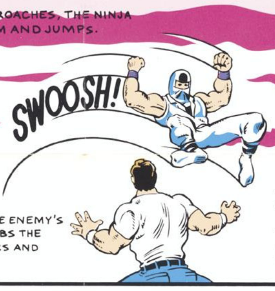
GETTING STARTED

TO BEGIN THE GAME, INSERT THE NINJA GAIDEN GAME CARD AND PRESS THE **ON** BUTTON. PRESS **A** OR **B** TO ADVANCE THROUGH THE TITLE SCREENS.

PRESS **B** TO FIGHT THE POWERS OF DARKNESS. CHANGE DIRECTION BY PRESSING THE JOYPAD RIGHT OR LEFT. DURING THE BATTLE, THE YOUNG NINJA DISCOVERS THAT HE MUST OFTEN USE HIS AGILE STRENGTH TO JUMP. PRESS **A** TO JUMP STRAIGHT UP. PRESS **OPTION 1** WHILE THE YOUNG NINJA IS IN THE AIR TO GRAB A PIPE OR BAR. WHILE THE NINJA HANGS FROM A BAR OR OTHER OBJECT, PRESS THE JOYPAD TO SWING AND THE **B** BUTTON TO KICK AN ENEMY.



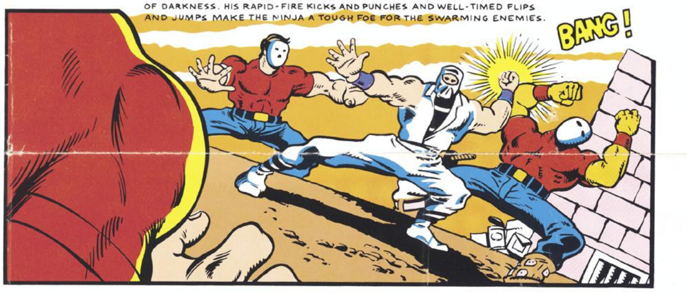
AS AN ENEMY APPROACHES, THE NINJA RUNS TOWARDS HIM AND JUMPS.



AS HE FLIPS OVER THE ENEMY'S HEAD, THE NINJA GRABS THE EVIL ONE'S SHOULDERS AND THROWS HIM.

THE **PAUSE** BUTTON STOPS THE GAME UNTIL YOU PRESS PAUSE AGAIN. OPTION 1 AND PAUSE TOGETHER RESTARTS THE GAME. OPTION 2 AND PAUSE FLIPS THE SCREEN.

THE NINJA BEGINS HIS QUEST. HE RUNS THROUGH THE CITY, FIGHTING THE POWERS OF DARKNESS. HIS RAPID-FIRE KICKS AND PUNCHES AND WELL-TIMED FLIPS AND JUMPS MAKE THE NINJA A TOUGH FOE FOR THE SWARMING ENEMIES.

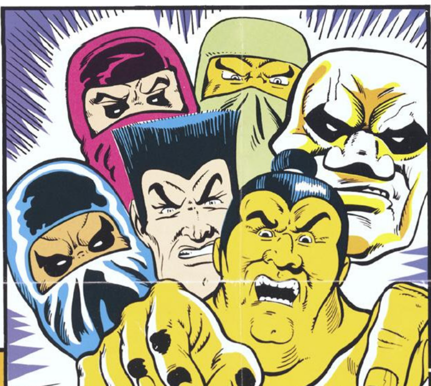


THE ENEMIES

THE NINJA MUST DEFEAT EIGHT ENEMY CLASSES TO SUCCEED:
MASKED NINJA • LUMBER NINJA • CLAWED WARRIOR • DARK LORD • BLACK NINJA • SUMO • WRESTLER • WHITE NINJA •

AFTER CLEARING THE CITY OF EVIL GUARDIANS, THE NINJA STILL HAS ONE ENEMY TO FACE: THE MIGHTY DARK LORD. THE DARK LORD IS VERY LARGE AND HE'S ARMED WITH RAZOR-SHARP SABRES. HE IS HIGHLY TRAINED IN ALL THE VIOLENT ARTS – IN FACT, HE INVENTED MOST OF THEM HIMSELF.

TIME IS SHORT FOR OUR NINJA HERO. HE STARTS WITH ONLY 99 SECONDS TO COMPLETE EACH OF THE LEVELS. IF HE DOES NOT COMPLETE A LEVEL WITHIN THE ALLOTED TIME, HE WILL LOSE A LIFE.



THE TREASURES

THERE ARE SIX DIFFERENT TREASURES AND POWER UPS:

BLUE PILL INCREASES K.O.S REMAINING BY ONE.

RED PILL INCREASES K.O.S REMAINING TO FIVE.

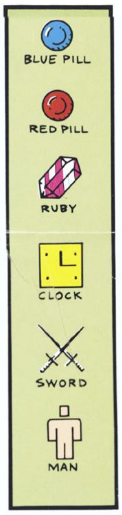
RUBY 300 POINTS

CLOCK ADDS 20 SECONDS TO TIMER

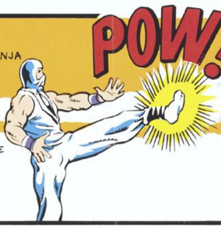
SWORD FIGHT WITH A SWORD INSTEAD OF YOUR FISTS.

MAN ADD ONE LIFE

IT TAKES MORE THAN A SIMPLE K.O. TO BEAT OUR HERO! AS LONG AS HE HAS AT LEAST ONE K.O. LEFT ON THE K.O. INDICATOR, HE GETS UP RELATIVELY UNSCATHED.


BLUE PILL
RED PILL
RUBY
CLOCK
SWORD
MAN

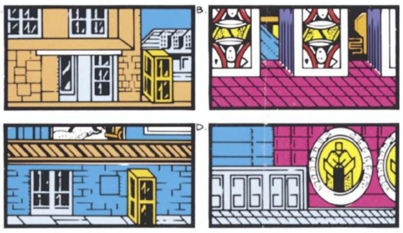
THE YOUNG NINJA SENDS A MASKED NINJA ENEMY FLYING. THE MASKED NINJA CRASHES INTO A TELEPHONE BOOTH AND SMASHES IT TO PIECES, REVEALING A VALUABLE TREASURE WITHIN.

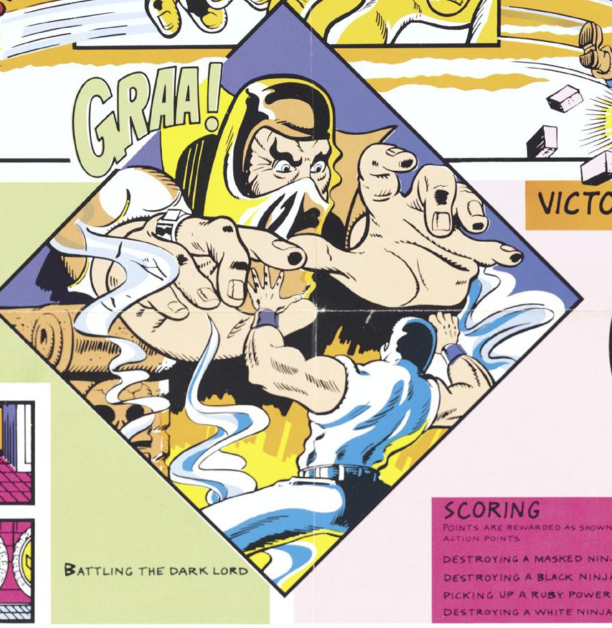


EACH TIME THE NINJA IS KNOCKED OUT, THE INDICATOR IS REDUCED BY ONE. WHEN THE K.O. INDICATOR REACHES ZERO, THE NINJA LOSES A LIFE. IF THE NINJA LOSES ENOUGH LIVES, THE GAME ENDS.

YOU CAN CONTINUE THE GAME FROM WHERE THE NINJA HERO LOST HIS LAST LIFE. WHEN THE CONTINUE SCREEN APPEARS, PRESS A OR B BEFORE TIME RUNS OUT. THE NINJA LIVES AGAIN, BUT THE POINT TOTAL RETURNS TO ZERO.

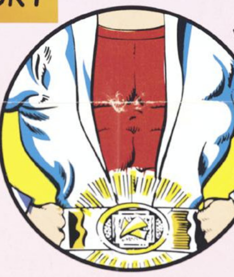
THE NINJA MUST CLEANSE FOUR AREAS OF THE SILENT CITY: A) CITY STREETS B) CASINO MOTTO C) TRAIN STATION D) PALACE





BATTLING THE DARK LORD

VICTORY



WHEN YOU COMPLETE THE FOURTH LEVEL, THE GAME ENDS. IF THE NINJA COMPLETED ALL FOUR LEVELS WITHOUT LOSING HIS LAST LIFE, HE EARNS THE TITLE OF NINJA GAIDEN.

SCORING

POINTS ARE REWARDED AS SHOWN BELOW.
ACTION POINTS

DESTROYING A MASKED NINJA	100	DESTROYING A LUMBER NINJA	500
DESTROYING A BLACK NINJA	200	DESTROYING A CLAWED WARRIOR	5000
PICKING UP A RUBY POWERUP	300	DESTROYING A WRESTLER	5000
DESTROYING A WHITE NINJA	400	DESTROYING A SUMO	7000
		DESTROYING A LORD	50000

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G C 7 1991

7.1

NINJA 外伝 GAIDEN III
THE ANCIENT SHIP OF DOOM
ATARI LYNX
VIDEO GAME CARD · CARTE DE JEU
ATARI

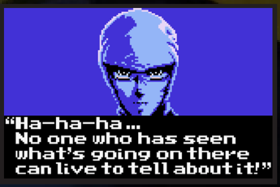
N P

Ninja Gaiden III:
The Ancient Ship of Doom

Developer	MidNite Software
Publisher	Atari
Release date	1993
Genre	Action platformer
Mode	1 Player

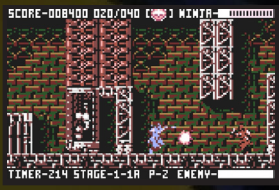
This is the second Ninja Gaiden game on for the Lynx, the first being a port from the Arcade version. This port is identical to the NES game, but the in-game picture is compressed for the smaller screen of the Lynx.

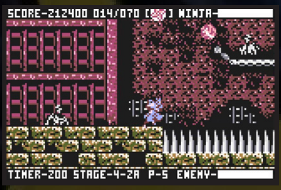
NINJA 外伝 GAIDEN
EPISODE III
THE ANCIENT SHIP OF DOOM
©1991 TECMO, LTD.
LICENSED TO ATARI CORP.

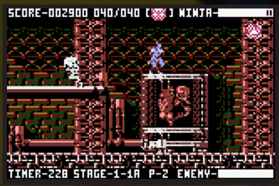

"Ha-ha-ha... No one who has seen what's going on there can live to tell about it!"

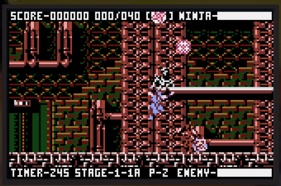
The third instalment of the Ninja Gaiden trilogy take place between the first two games in the series, Ninja Gaiden and Ninja Gaiden II: The Dark Sword of Chaos. The player controls Ryu Hayabusa as he is framed for the murder of Irene Lew and investigates the circumstances behind her death. He eventually discovers a plan by CIA agent Foster and another person named Clancy to utilize an interdimensional rift to create and control a race of energy-infused superhuman mutants.

ACT 1
NINJA 外伝 GAIDEN III





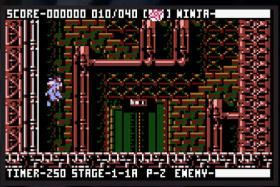


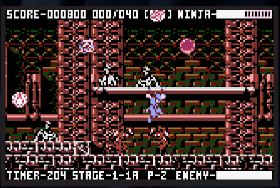


Ninja Gaiden is a side scrolling game where Ryu the ninja can run, jump and slash with his ninja sword. He can also attach to any vertical surface. The game features similar gameplay to its previous two Ninja Gaiden titles for the NES and includes some new features such as the ability to hang overhead from pipes and sword power-ups. A new vertical "wave" attack and vertically-scrolling levels are also introduced in this title.

The Atari Lynx port, while receiving general praise for graphics and controls, received poor reception for its sound and for the inability for players to see characters and items, attributing it to the Lynx's small screen.

In GamePro magazine, they criticized the fact that the Lynx's small screen makes it difficult for players to see the various power-ups and enemies and to use secondary weapons. However, they praised the good controls, and they said the sound was fine though *"weird and spacy"*.





Retrospectively, Allgame gave a mostly negative review, saying that the background makes it difficult to see foreground elements, that players cannot see their character or what power-ups they are collecting, and that sound is very poor, saying *"thirteen banshees all wailing different, off-key songs would only begin to approach just how bad the music is"*.

Toki

7.0

TOKI
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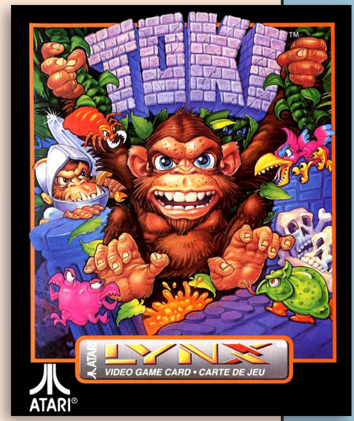
1: LABYRINTH OF CAVES
STAGE 1 TIME 298

STAGE 1 TIME 273

STAGE 1 TIME 275

Developer	Atari
Publisher	Atari
Release date	1992
Genre	Action-platformer
Mode	1 Player


TOKI
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

N P

Toki is a 1989 run and gun arcade game developed by TAD Corporation.

The player takes control of an enchanted ape who must battle hordes of jungle monsters with energy balls from his mouth. The ultimate goal is to destroy the evil wizard who cast a spell on the title protagonist; thereby transforming him from an ape back into a human, and rescuing the kidnapped princess.

The game is a typical platformer in which the player must traverse six levels with a miniboss at the end. There is a timer for each stage. Toki's main attack against his enemies is by spitting at them although he can also hop on them to defeat them. Toki's normal spit can be changed to a fire breath by finding the correct item. Other items include items like a football helmet which temporarily shields Toki, high jump shoes, clocks that add time, coins which add to Toki's life count, and fruits which add to the total score.

Pit-Fighter

3.7

PIT FIGHTER
THE ULTIMATE COMPETITION
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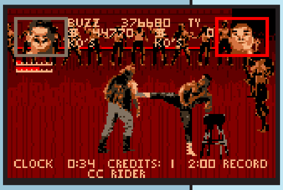
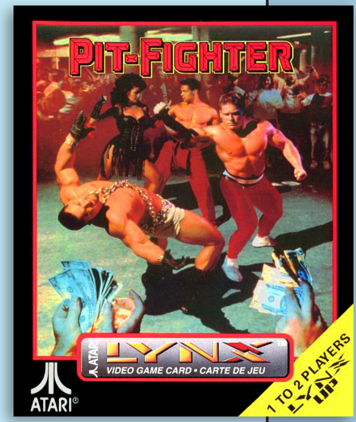
BUZZ
TY
CREDITS: 6

KATO
TY
CLOCK 0:46 CREDITS: 6 2:00 RECORD
EXECUTIONER


BUZZ
TY
CLOCK 0:34 CREDITS: 1 2:00 RECORD
CC RIDER

Developer	Al Baker & Associates
Publisher	Atari
Release date	1992
Genre	Fighting
Mode	1 (-2) Player(s)


PIT-FIGHTER
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI
1 TO 2 PLAYERS

N P

Pit-Fighter was first released as a 1990 arcade fighting game by Atari Games. It uses digitized live actors.

Two players fight their way through an underground fighting circuit as either ex-pro wrestler Buzz, kickboxer Ty, or karate black belt Kato. Unlike other fighting games of the type, the game focuses primarily on co-operative play (rather than a free-for-all, where only one player can remain standing) similar to other brawlers, as more enemies are fought simultaneously when more players are playing.

At the conclusion of a match, players are individually awarded a Knockout Bonus, Brutality Bonus, and a Fight Purse. Every third match is a Grudge Match where players test the skills of each other. The last man standing is the winner of this three-knockdown match. Players fight their way to the Elimination Match to decide who wins the opportunity to dethrone the champion, the Masked Warrior.

6.8

Qix

Qix
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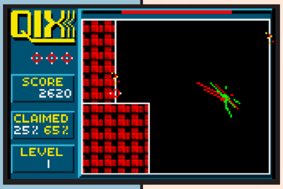
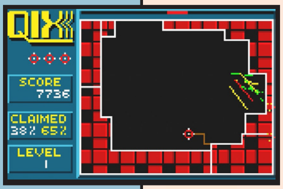
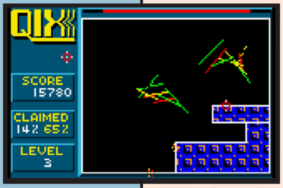

QIX
SCORE
2620
CLAIMED
25% 65%
LEVEL
1


QIX
SCORE
7736
CLAIMED
38% 65%
LEVEL
1


QIX
SCORE
15780
CLAIMED
14% 65%
LEVEL
3

N P

Developer	Knight Technologies
Publisher	Telegames
Release date	1991
Genre	Puzzle, Action
Mode	1 Player

ATARI
LYNX
VIDEO GAME CARD
QIX™
OFFICIAL SEAL OF QUALITY ATARI
TELEGAMES

The objective of Qix, released as a 1981 arcade game by Taito, is to fence off, or claim, a supermajority of the playfield. At the start of each level, the playing field is a large, empty rectangle, containing the “Qix”—a stick-like entity that performs graceful but unpredictable motions within the confines of the rectangle. Players must close in the Qix, in a closed space without it touching the player or the lines drawn by the player. Every time the player creates a closed space, they are awarded points and the space becomes solid so the Qix can no longer pass through it. Other enemies besides the Qix exist in the form of Sparx. The Sparx moves on the lines that the player draws and can defeat the player in the same way as the Qix.

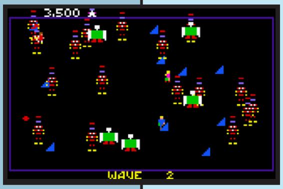
Upon release, Qix was a commercial hit. In 1983, Electronic Games reported that the game exceeded Taito’s expectations, quickly rising to being one of the most popular titles of the year.

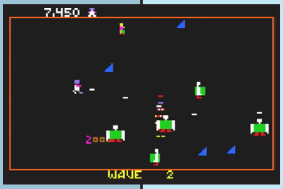
“giantbomb.com”

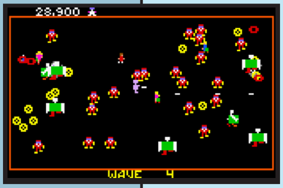
8.2

Robotron: 2084

ROBOTRON:
2084
PRESENTED BY
SHADOWSOFT INC.
ROBOTRON (R)






28,300
WAVE 4

N P

Developer	Shadowsoft
Publisher	Shadowsoft
Release date	1991
Genre	Shooter
Mode	1 Player

Shadowsoft / Williams
ROBOTRON
2084
OFFICIAL SEAL OF QUALITY ATARI
LYNX
VIDEO GAME CARD

Robotron: 2084 was released in 1982 for arcades by Williams Electronics. The game is set in the year 2084 in a world where robots have turned against humans in a cybernetic revolt. The aim is to defeat endless waves of robots, rescue surviving humans, and earn as many points as possible.

Robotron 2084 was originally an eight-way directional shooter, meaning that two separate control sticks were used. The Lynx give players the choice between three different control schemes, one being an auto-firing method.

Each level in the game is a single screen populated with a large number of various enemy robots and obstacles; types range from invincible giants to robots that continually manufacture other robots that shoot the protagonist. Coming into contact with an enemy, projectile, or obstacle costs the player one life, but extra lives can be earned at certain point totals. Waves also include human family members who can be rescued to score additional points.

Power Factor

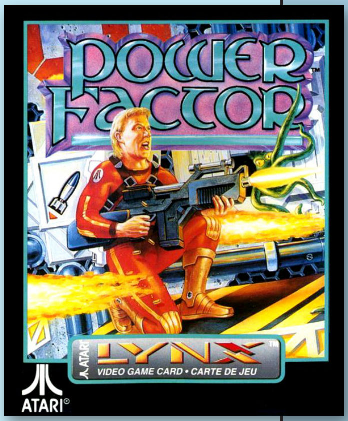
6.6

©1992 HAND MADE SOFTWARE LTD.
POWER FACTOR
LICENSED TO ATARI CORP.

ZONE
BOMB
DATA
WEAPON
DISSIPATING PULSE LASER
SCORE

ZONE
BOMB
DATA
WEAPON
SCORE

Developer	Hand Made Software
Publisher	Atari
Release date	1992
Genre	Action-platformer
Mode	1 Player


POWER FACTOR
ATARI LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

N P

Power Factor is a 1993 side-scrolling action-platformer released exclusively for the Atari Lynx. Based around a video game within a video game concept, players take control of a character who is in turn playing on a virtual reality simulator assuming the role of Redd Ace, which is recreating his battle against the Sinlendo Techmods by recovering necessary bomb components to defeat the alien race at the Ceegraian Power Station.

As Redd Ace, players are armed a blaster rifle, which can fire unlimited standard shots or a limited number of more powerful shots, and equipped with a rocket pack that holds a limited supply of fuel, which can be restored with item pickups.

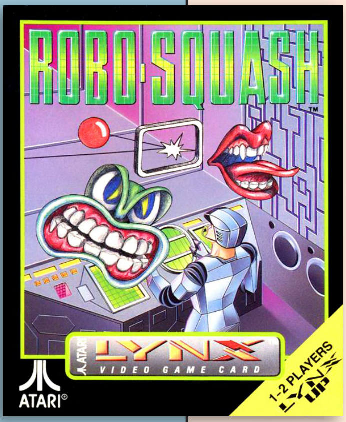
Power Factor originally began as a project intended for the Atari ST that was in development by Red Rat Software under the title Red Ace, which was nearly completed before being left unpublished due to internal issues at the company and its eventual disbandment prior to release, however Hand Made Software would later develop a conversion to the Lynx.

Power Factor has been met with positive reception from critics and reviewers since its initial release, who praised various aspects of the title such as the unique storyline, graphics and character animation but many felt divided in regards to the sound design and gameplay.

In 2005, a ROM image of the original ST version was leaked online.

Robo-Squash

7.4


ROBO-SQUASH
ATARI LYNX
VIDEO GAME CARD
1-2 PLAYERS
ATARI

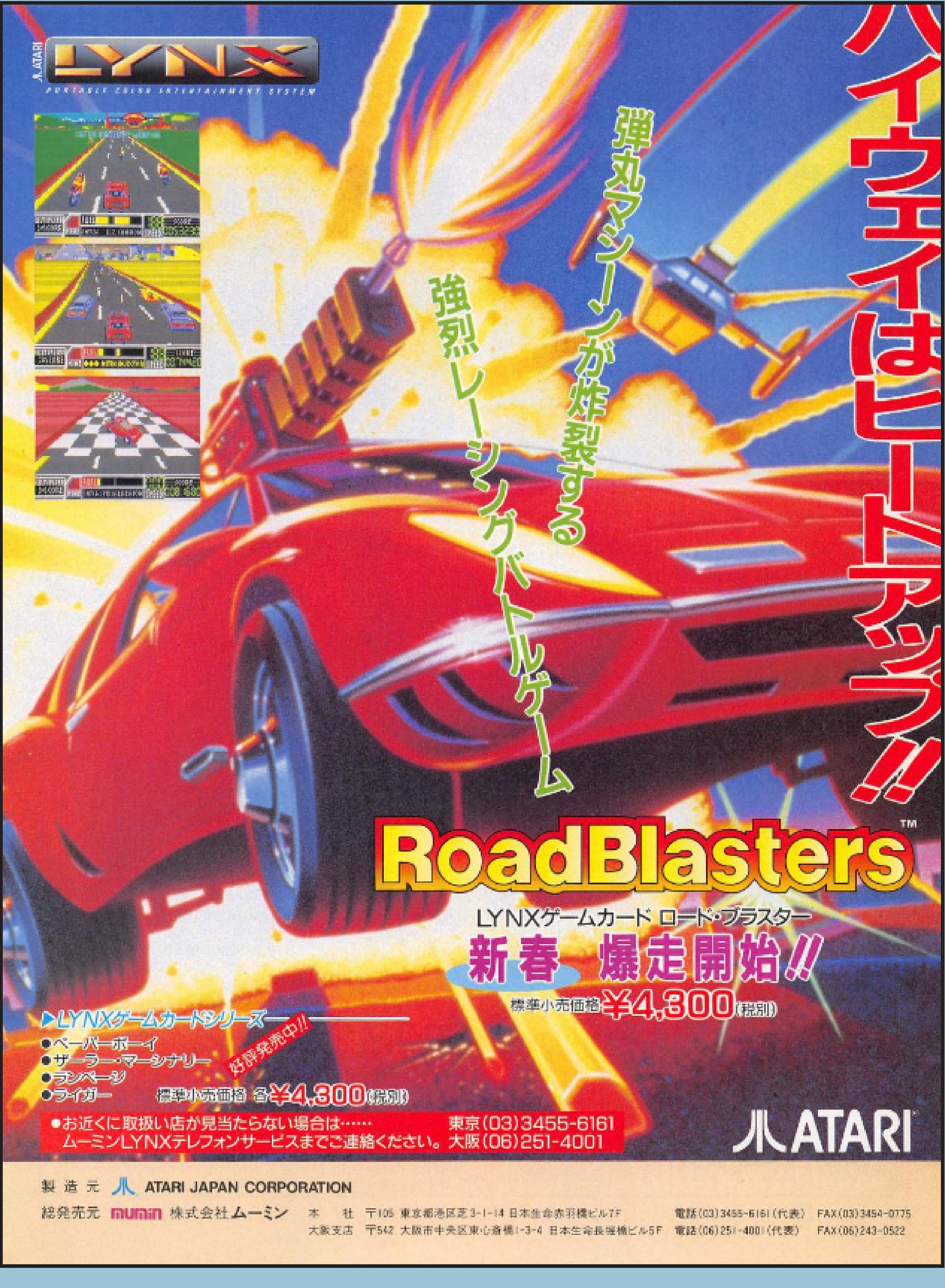
Developer	NuFX
Publisher	Atari
Release date	1990
Genre	Action, sports
Mode	1 (-2) Player(s)

ROBO-SQUASH
COM LYNX
PRESS A OR B TO CONTINUE

● N P

Robo-Squash is a game in which the player must catch as many balls in rows or columns as possible to win. An alternative way to win is to be the first player to hit the mechanical spider. As a round continues longer and longer, the balls will increase in speed, making the round progressively harder. Points can be collected by hitting bricks, special items, and the spider. When one of the players loses three balls or hits the mechanical spider, the round is over.

"mobygames.com"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MULTIPLIER
SCORE
FUEL
SPEED
HIGH SCORE

CATCH AUXILIARY WEAPON
MULTIPLIER
SCORE
FUEL
SPEED

MULTIPLIER
SCORE
FUEL
U.Z.CANNON
SPEED

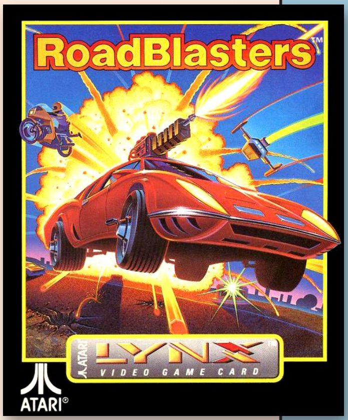
MULTIPLIER
SCORE
FUEL
SPEED

MULTIPLIER
SCORE
FUEL
SPEED

RoadBlasters

7.6

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Vehicular combat
Mode	1 Player


RoadBlasters™
LYNX
VIDEO GAME CARD
ATARI®

● N P

RoadBlasters is a futuristic racing action game. The goal is to reach the finish line in one piece throughout each of 50 levels. Numerous enemies are out on the road to try and stop the player, including armored cars, motorcycles, cannons on the side of the road, landmines, and more.

The players vehicle is equipped with a machine gun, and occasionally a weapons plane will fly in and drop additional power ups that can be collected. The car has a very limited amount of fuel, however more can be picked up along the way by crossing the halfway point of a level, or by collecting the red and green fuel spheres that appear in the road or after destroying certain enemies. On many levels collecting fuel is critical otherwise players won't be able to reach the finish line.

In a capsule review of the Lynx version for STart, Clayton Walnum praised the game's massive length and combination of *"standard racing with heaps of action."* He added that *"If you liked Roadblasters on another system, you won't be disappointed in the Lynx version."* CVG Magazine also reviewed the Atari Lynx version of the game, Julian Rignall went on to say *"Roadblasters is a challenging game and is technically superb, with stunning graphics and great speech."* He said it was fun but the levels were frustrating finally giving it a rating of 76 out of 100.

"mobygames.com"

S.T.U.N. Runner

8.9

S.T.U.N. RUNNER™
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI®

Developer	Atari
Publisher	Atari
Release date	1991
Genre	Racing, Shooter
Mode	1 Player

S.T.U.N. RUNNER™
PRESS A OR B TO START
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TIME
BEST
SCORE
LEVEL
BOOSTS
KILLS
STARS

N P

S.T.U.N. Runner (Spread Tunnel Underground Network Runner) is 3D racing/shooter first released in arcades by Atari Games in 1989.

The player pilots a futuristic vehicle through various tunnels and courses with changing environments, hazards and various types of enemies. Players must complete each stage within the time limit. This is accomplished by avoiding collisions, staying away from side rails, and driving over boost pads.

8.3

Scrapyard Dog

Scrapyard Dog
DEVELOPED BY
CSD
CREATIVE SOFTWARE DESIGNS, INC.

226 13 0 0 1150

270 3 0 0 200
NO TRESPASIN

299 2 0 0 0
OFFICE

239 5 0 0 2450

N P

Scrapyard Dog
Pay or Else
ATARI
LYNX
VIDEO GAME CARD
ATARI

Developer	Creative Software Designs
Publisher	Atari
Release date	1991
Genre	Action-platformer
Mode	1 Player

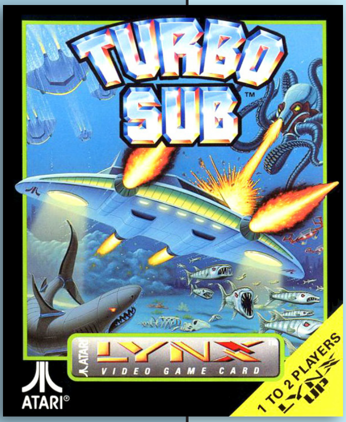
Scrapyard Dog is a scrolling platformer released for the Atari 7800 in 1990, followed by an Atari Lynx port in 1991.

The player controls Louie where the object is to rescue Scraps through various stages. Louie has bombs and cans at his disposal to use against the enemies, which include gangsters, rats, and mice. He can also use shields to protect himself on route to the sixteen checkpoints in the game. Louie must reach each checkpoint in a certain amount of time in order to save Scraps. The Atari 7800 version has 17 stages while the Atari Lynx version has 33 stages.

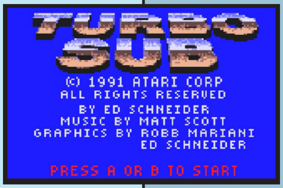
Robert Jung reviewed the Lynx version of the game for IGN. He wrote that, *"Despite the cute graphics and the simple plot, this title offers good clean fun for players of all ages"* and an 8 out of 10 score.

Turbo Sub

6.3


TURBO SUB
ATARI
LYNX
VIDEO GAME CARD
ATARI
1 TO 2 PLAYERS
LYNX UP

Developer	NuFX
Publisher	Atari
Release date	1991
Genre	First-person shooter
Mode	1 (-2) Player(s)



TURBO SUB
(c) 1991 ATARI CORP
ALL RIGHTS RESERVED
BY ED SCHNEIDER
MUSIC BY MATT SCOTT
GRAPHICS BY ROBB MARIANI
ED SCHNEIDER
PRESS A OR B TO START

2400
10 M0 L 1

N P

Turbo Sub is a first-person shoot 'em up based on a 1985 arcade game by Entertainment Sciences.

Player control a vehicle that have flying and underwater capabilities. Players must destroy numerous waves of enemies while avoiding collisions. Players can dive underwater whenever they wants. Diamonds can be collected for buying more powerful shots, tracking missiles, etc..

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PORTLAND-
EVER-GROWING CONCERN OVER
MEGA-VITAMIN...

Rampage

7.3

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Action
Mode	1 (-4) Player(s)

RAMPAGE
LYNX
VIDEO GAME CARD
ATARI
1 TO 4 PLAYERS

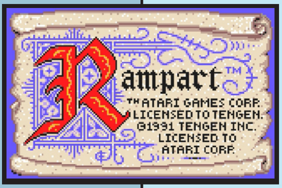
● N P

Rampage was released as a 1986 arcade game by Bally Midway. Players take control of gigantic monsters trying to survive against onslaughts of military forces.

Up to four simultaneous players control gigantic monsters who were formerly human. The game's protagonists are George, a King Kong-like gigantic gorilla, Lizzie, a Godzilla-like dinosaur/lizard, Ralph, a giant werewolf, and Larry the rat. As monsters, they need to raze all buildings in a high-rise city to advance to the next level, eating people and destroying helicopters, tanks, taxis, police cars, boats, and trolleys along the way.

The monsters can climb up the sides of buildings and punch out sections of their walls, occasionally eating the hapless humans that they find inside. Taking out enough pieces of a building will make it come crashing down.

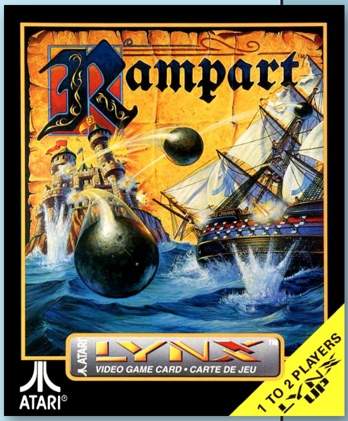
CVG Magazine reviewed the Atari Lynx version of the game in their March 1991 issue, giving it a score of 60 out of 100. Robert A. Jung reviewed the game for IGN in July 1999. In his final verdict he wrote that *"A lighthearted, silly game that's lots of fun for lots of players (the more the merrier)."* Giving a final score of 9 out of 10.



Rampart

8.8

Developer	Atari
Publisher	Atari
Release date	1992
Genre	Puzzle, Strategy
Mode	1 (-2) Player(s)



N P

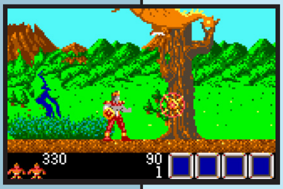
Rampart is an arcade game, released in 1990 by Atari Games, that combines the shoot 'em up and puzzle genres. The game is considered a precursor to the tower defense genre.

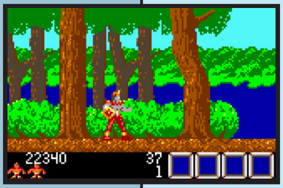
The player is in control of a set of castles, which they must defend, by alternately shooting at attacking ships (or other players), and repairing any damage done to them within a time limit. Surrounding this castle is a wall, made up of small blocks, completely surrounding a region of the board. This area is considered the player's territory, and it may contain one or more castles, and any number of cannons. The maintenance of this territory is the primary focus of the game.

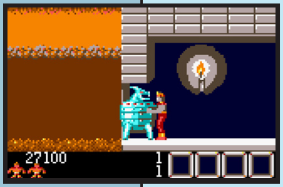
5.8

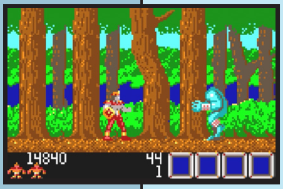
Rygar

LEGENDARY WARRIOR
アルゴスの戦士
TM
Programming & SFX by Lou Haehn
Music by Doug Hubbard









● N P

Developer	NuFX
Publisher	Atari
Release date	1990
Genre	Action-platformer
Mode	1 Player

RYGAR
ATARI
LYNX
VIDEO GAME CARD
ATARI

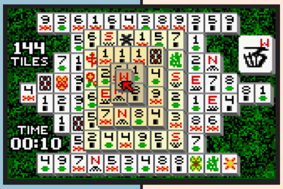
Rygar was created by Tecmo in 1986 and originally released for arcades. It is a sidescrolling platform game where the player assumes the role as the “Legendary Warrior”, battling through a hostile landscape. The main feature of gameplay is the use of a weapon called the “Diskarmor”, a shield with a long chain attached to it.

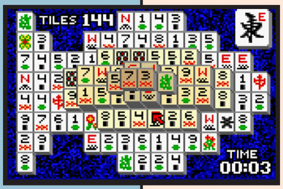
The Atari Lynx version closely follows the arcade version. However, the layout of some rounds are different. The player controls Rygar, advancing through stages populated by hostile creatures. Beside the Diskarmor, the hero can use a variety of other weapons, including projectiles that can be fired in four directions. Various “powers” are scattered through the levels and can be collected. The effects of these powers include increasing the fire power of the equipped weapon, adding time to the clock, temporary invisibility, extra points, etc.

STart said of the Lynx version that the *“simple game”* was only recommended to *“jump-and-shoot arcade enthusiasts”*. Julian Boardman of Raze Magazine reviewed the game in their April 1991 issue and liked *“some superb backgrounds”* the *“wide variety of gruesome monsters”* with *“enough depth for most gamesters”*. He also noted the game lacked a certain amount of challenge, giving a final score of 81%.

9.0

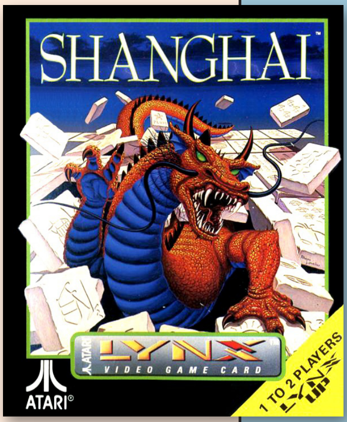
Shanghai


144
TILES
TIME
00:10


TILES 144
TIME
00:03

● N P

Developer	Mediagenic
Publisher	Atari
Release date	1990
Genre	Puzzle
Mode	1 (-2) Player(s)


SHANGHAI
ATARI
LYNX
VIDEO GAME CARD
ATARI
1 TO 2 PLAYERS

Shanghai is a game adaptations of the tile-based game played with the Chinese mahjong stones - essentially a puzzle game that has little to do with real mahjong rules.

The gameplay involves 144 tiles, each depicting different images. The goal of the game is to remove all the tiles from the board by matching pairs. However, only tiles that have one or more free edge can are available for claiming.

Dragon Magazine gave the Atari Lynx version 5 out of 5 stars in their May 1992 issue. Robert Jung of IGN gave the game a score of 10 out of 10 in his review.

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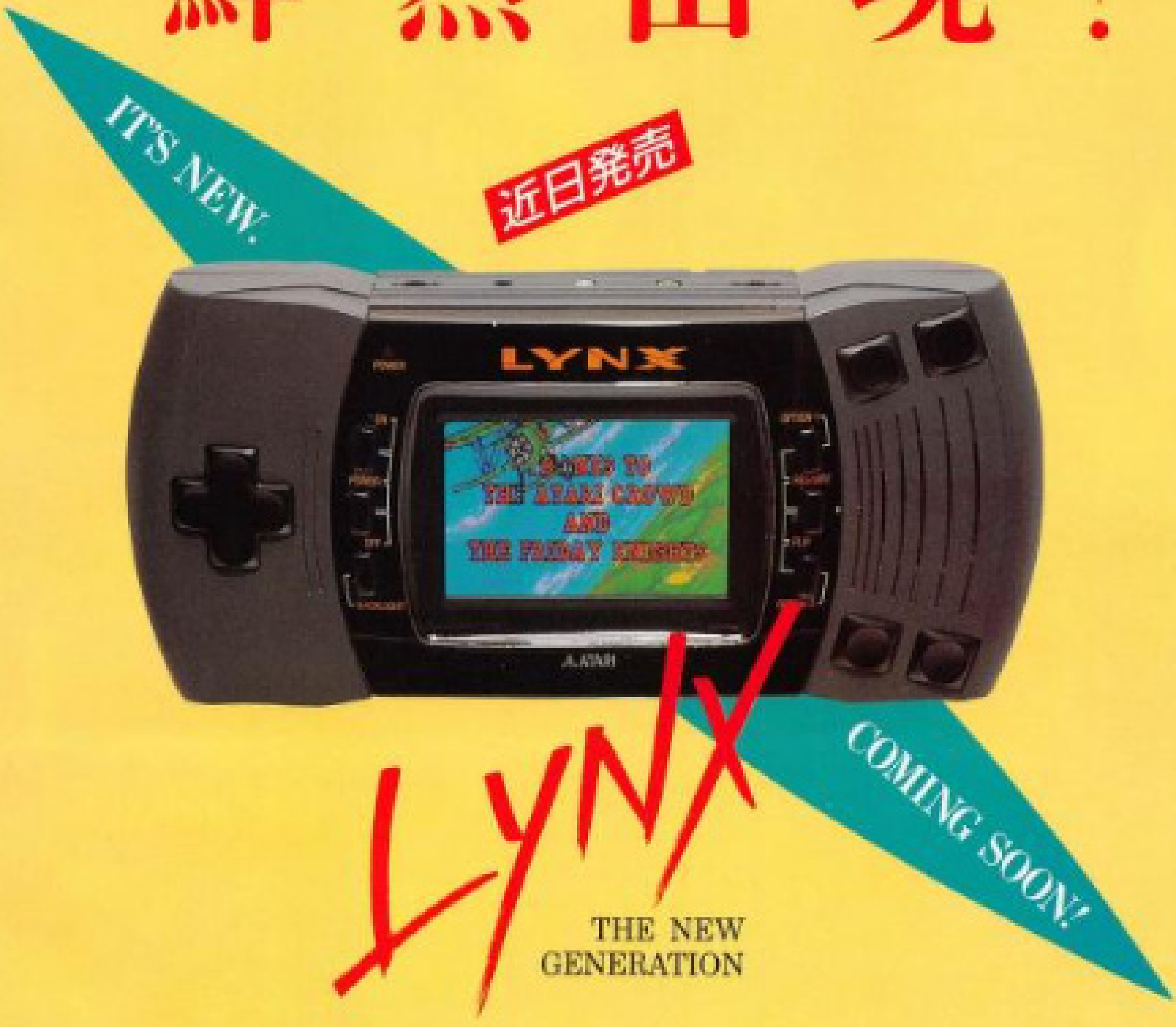

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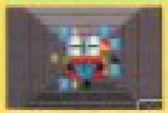
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8.5

Steel Talons

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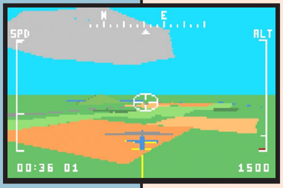
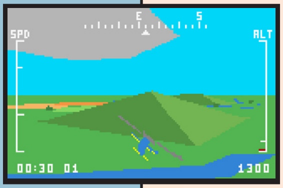

SPD
ALT
00:36 01
1500


SPD
ALT
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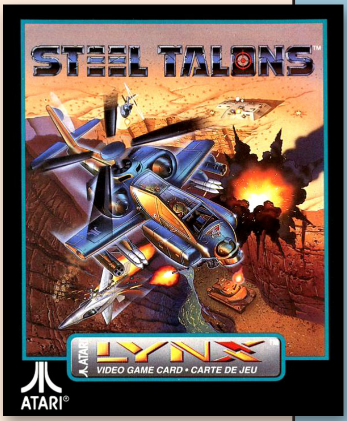
1300

● N P

Developer	NuFX
Publisher	Atari
Release date	1990
Genre	Combat flight simulator
Mode	1 Player


STEEL TALONS
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

Steel Talons was released as a 3D arcade game by Atari Games in 1991. The player takes on the role of a pilot for an "AT1196 Steel Talons combat helicopter".

The gameplay is viewed from behind the helicopter, with the 3D polygon world rotating around the players, taking in mountains, rivers and deserts.

There are 12 missions in total, each of which requires players to destroy targets in a set time limit. There are also training and head-to-head (against a CPU-controlled drone) modes.

Players have a limited number of automatically-targeting missiles as well as a cannon. A tracking map tells them where they are on the level, and where the enemies are. Contact with the ground, mountains or other vehicles will damage or destroy the helicopter.

"mobygames.com"

5.0

Super Off Road

SUPER
OFF ROAD
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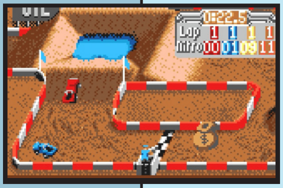
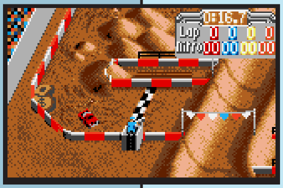
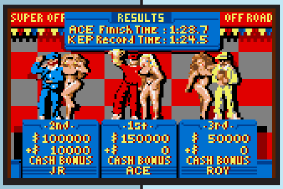





SUPER OFF
RESULTS
OFF ROAD
ACE Finish Time : 1:28.7
KEP Record Time : 1:24.5
2nd
1st
3rd
$ 100000 +$ 10000 CASH BONUS JR.
$ 150000 +$ 0 CASH BONUS ACE
$ 50000 +$ 0 CASH BONUS ROY

N P

Developer	Telegames
Publisher	Telegames
Release date	1993
Genre	Racing
Mode	1 (-4) Player(s)

SUPER
OFF ROAD
LYNX
VIDEO GAME CARD • CARTE DE JEU
TELEGAMES
UP TO 4 PLAYERS

The game was originally released for arcades in 1989 as Ivan "Ironman" Stewart's Super Off Road by Leland Corporation. It was endorsed by professional off-road racer Ivan Stewart. The Lynx port removed Ivan Stewart's name from the title due to licensing issues and are known simply as Super Off Road.

In the game, up to four players compete against each other or the AI in racing around several top-view indoor off-road truck tracks of increasing difficulty. First place results earn the player points to continue in the championship and money with which to upgrade their truck or buy more nitro. The goal is to reach the end of the season with the most money earned.

Electronic Gaming Monthly gave the Lynx version a 3.75 out of 10, commenting that though Super Off Road was an excellent arcade game, the choppy animation and scrolling in the Lynx version make it almost unplayable.

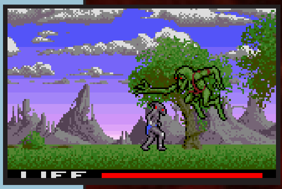
Shadow of the Beast

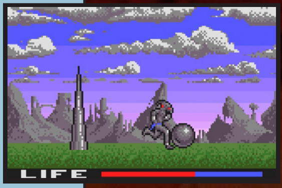
7.5

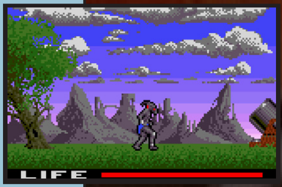
SHADOW
OF THE
BEAST

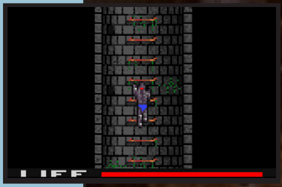
Developer	Digital Developments
Publisher	Atari
Release date	1992
Genre	Action-platformer
Mode	1 Player

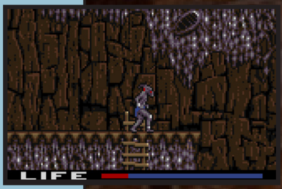
SHADOW OF THE
BEAST
LYNX
ATARI
VIDEO GAME CARD • CARTE DE JEU
ATARI











Shadow of the Beast is a platform game developed by Reflections and published by Psygnosis in 1989 for the Amiga.

The story is that the protagonist, Aarbron, has been kidnapped by an evil wizard and transformed into a man-beast servant to do his bidding. When the protagonist sees his father killed by the evil wizard his memory returns and he sets off on a quest for revenge.

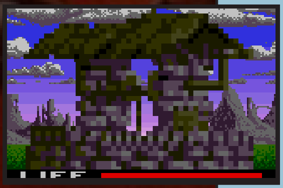
Gameplay is a combination of platform, combat and puzzle, with the main character able to run, jump, punch and kick. While most enemies die with just one hit, the player must time each attack accurately. The player has to navigate through several areas filled with enemies and traps, collecting keys and activating triggers than open new areas or give Aarbron the means to overcome a sub-boss.

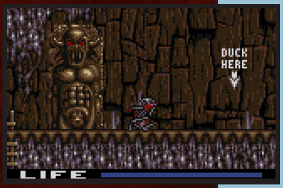
Shadow of the Beast was designed by Martin Edmondson and Paul Howarth of Reflections Interactive over the course of nine months. Edmondson and Howarth stated that they wanted the game to push both the Amiga and Atari ST to their technical limits. To achieve this, the Amiga version was written first, so that they would take advantage of all of the computer's advanced hardware capabilities. The developers made use of the hardware sprites and scrolling and employed difficult techniques such as the sprite multiplexing. The game uses up to twelve levels of parallax scrolling, and up to a maximum of 128 colours on screen.

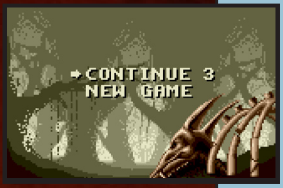
The game was also designed to be as difficult as possible; Edmondson remarked that he liked difficult games at the time and he *"used to get frustrated if the game was too easy."* The game's cover art was designed by British artist Roger Dean, who has also done cover artwork for other Psygnosis-published games. The music was composed by David Whittaker who wrote six main pieces of music, with each pieces containing its own sub-theme.

In an interview with The One regarding Shadow of the Beast III's development, the development team behind Beast III note that the original Shadow of the Beast's selling point was its graphics, and Edmondson states that *"It was definitely a case of being in the right place at the right time. Apart from how many colours and layers of parallax and monsters we could squeeze on screen, no thought went into it whatsoever"*, and furthermore calls Shadow of the Beast a *"graphics showcase"*.

While it received generally positive reviews, the main criticism of the title was it is brutally high level of difficulty and lack of any form of continues.

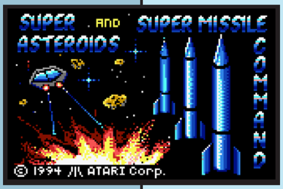


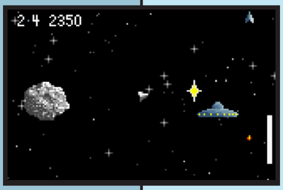


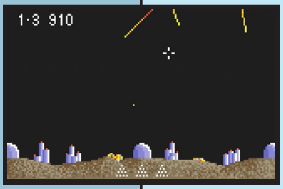


6.9

Super Asteroids & Missile Command


SUPER ASTEROIDS AND SUPER MISSILE COMMAND
© 1994 ATARI Corp.





N P

Developer	Atari
Publisher	Atari
Release date	1995
Genre	Shooter, Compilation
Mode	1 Player

SUPER ASTEROIDS
MISSILE COMMAND
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

Super Asteroids & Missile Command combines the classic video games Asteroids and Missile Command into a single game cartridge. It was the final game released by Atari for the Lynx handheld.

The graphics and sound are enhanced from their original incarnations.

Super Asteroids pits the player against a never ending supply of extra-terrestrial debris and enemy UFOs trained to kill any human spacecraft. The player must destroy everything while snatching power-ups.

Super Missile Command has the player defend various of his space colonies from incoming missiles, satellites, and enemy fighters. Intermissions allow players to buy better missiles and defense system to bolster up his defense of his space colonies.

Switchblade II

6.5

SWITCHBLADE
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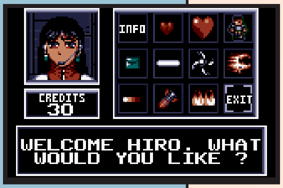
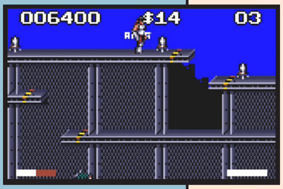

INFO
CREDITS 30
EXIT
WELCOME HIRO, WHAT WOULD YOU LIKE ?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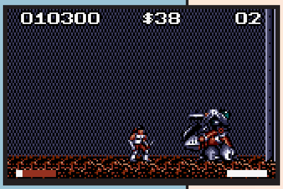
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Developer	Optimus Software
Publisher	Gremlin Graphics
Release date	1992
Genre	Action-platformer
Mode	1 Player

SWITCHBLADE
LYNX
VIDEO GAME CARD • CARTE DE JEU

N P

Switchblade II is a 1991 side-scrolling action-platform run and gun game originally developed and published by Gremlin Graphics for the Amiga. Unlike its 1989 predecessor Switchblade this game is not the work of Simon Phipps from Core Design who split from Gremlin in 1990. Instead the game has been designed by George Allan and Paul Gregory. Despite being primarily developed in the UK, its graphics had a distinctly Japanese style similar to anime and manga.

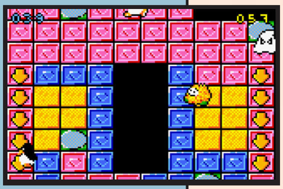
Switchblade II is similar to the first game where the player takes control of Hiro through six stages of varying thematic set in the land of Thraxx at Cyberworld infested with mechanoid, metal-clad enemies where the main objective is to fully destroy the returning Havok once and for all. Spread across the levels are shops where items and weapons can be bought including a knife, homing missiles, laser beam, flamethrower and shurikens. These items are bought with orbs left by enemies after destroying them. In some stages, levels are interconnected with a network of subterranean bases, where unexplored areas of the screen are obscured from view until the player's character enters them as with the first game.

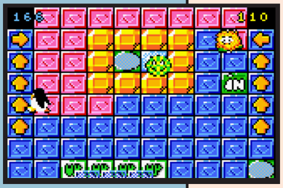
Super Skweek

7.7

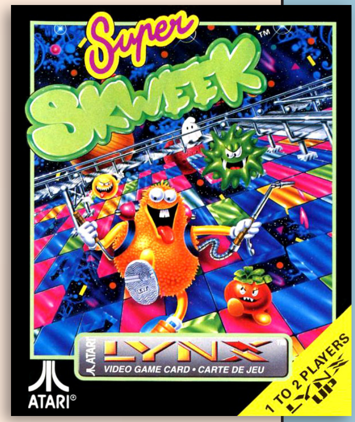
Developer	Loriciel
Publisher	Atari
Release date	1991
Genre	Puzzle
Mode	1 (-2) Player(s)

SUPER SKWEEK
C LORICIEL 1991 LICENSED TO ATARI CORP.





KROKOTOA VOLCANIS
AGOS ISLAND
ZONGULDAK EMPIRE
VOCIFERIA


Super
SKWEEK
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI
1 TO 2 PLAYERS

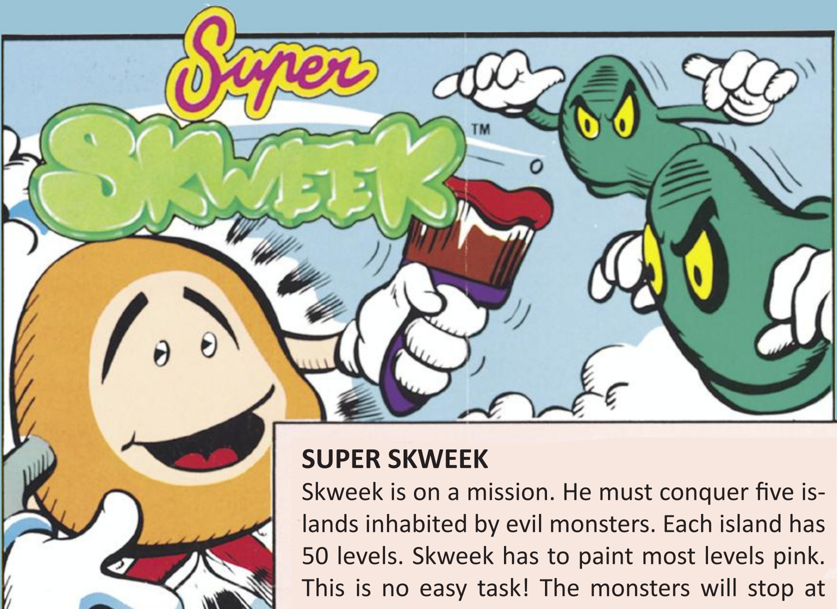
N P

Super Skweek is a puzzle game developed by the French company Loriciel.

The player controls Super Skweek, an orange-furred creature. Under the command of the King, the player has to move over blue tiles in order to repaint them pink, fighting off the monster invasion in doing so. There are five islands, each consisting of 50 levels.

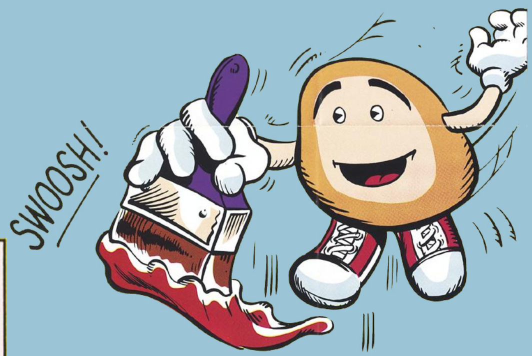
Some levels contain various monsters roaming around, and certain special tiles such as slippery tiles, explosive tiles, floating tiles and tiles which move the player in a certain direction. There are also coins to collect in order to buy prizes at the shop such as bombs or other improved powers.

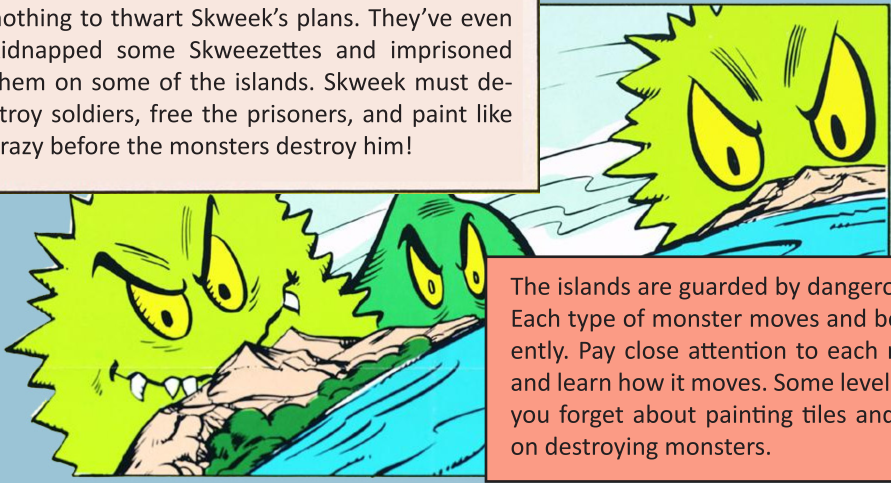
French magazine Consoles Plus gave a score of 97% for the Atari Lynx version. On atariarchives.org Robert Jung gave the same game a score of 7.5 out of 10.


Super
SKWEEK

SUPER SKWEEK

Skweek is on a mission. He must conquer five islands inhabited by evil monsters. Each island has 50 levels. Skweek has to paint most levels pink. This is no easy task! The monsters will stop at nothing to thwart Skweek's plans. They've even kidnapped some Skweezettes and imprisoned them on some of the islands. Skweek must destroy soldiers, free the prisoners, and paint like crazy before the monsters destroy him!

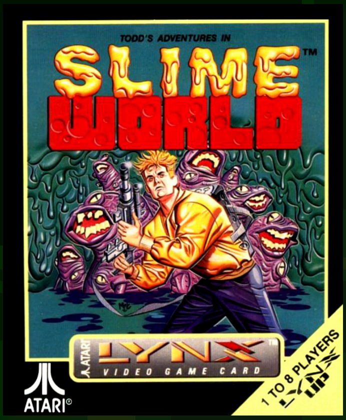




The islands are guarded by dangerous monsters. Each type of monster moves and behaves differently. Pay close attention to each monster type and learn how it moves. Some levels require that you forget about painting tiles and concentrate on destroying monsters.

8.0

Todd's Adventures in Slime World


TODD'S ADVENTURES IN
SLIME WORLD
LYNX
VIDEO GAME CARD
1 TO 8 PLAYERS
ATARI

Developer	Epyx
Publisher	Atari
Release date	1990
Genre	Action-adventure
Mode	1 (-8) Player(s)

Todd's Adventures in
SLIME
WORLD
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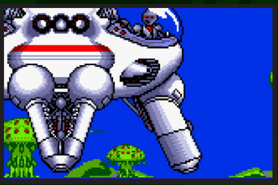

Todd's Adventures in Slime World is a side-scrolling platform game for the Atari Lynx and Sega Genesis. Designed by M. Peter Engelbrite, who also created Gates of Zendocon and a number of Atari 2600 titles, it is notable for containing an early example of a large-scale multiplayer combat game (the Lynx version allows up to eight people to play against each other), for having extremely varied gameplay, for being a side-scroller with a useful automap system before Super Metroid, and for teasing players with its vast number of secret areas.

The main character of the game is Todd the explorer, who enters Slime World to search for gems. Todd starts the game with a water pistol and computer generated map. Players in Slime World are armed with a water cannon that can be fired at different angles and can kill most enemies in one hit, cling to and climb most walls, and perform high and long jumps. Although nominally an action game, many rooms require knowledge of the player's abilities and can only be navigated in certain ways, frequently giving it an air of a puzzle game.

Todd can sustain ordinary damage from many sources, but there are invulnerability shields and pools of water that remove all damage taken when used.

Players (usually) have infinite lives to explore the world, but lose all their inventory items if Todd dies and are also sent back to the last checkpoint arrow passed.

TODD'S ADVENTURES IN
Slime World
©1990 EPYX INC.
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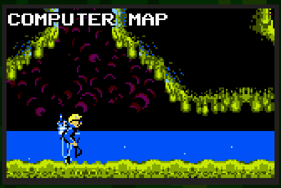
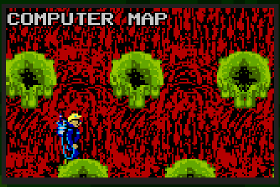
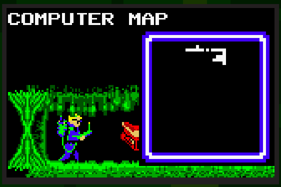
WINNERS DON'T USE DRUGS

SLIME SHIELD


COMPUTER MAP


COMPUTER MAP

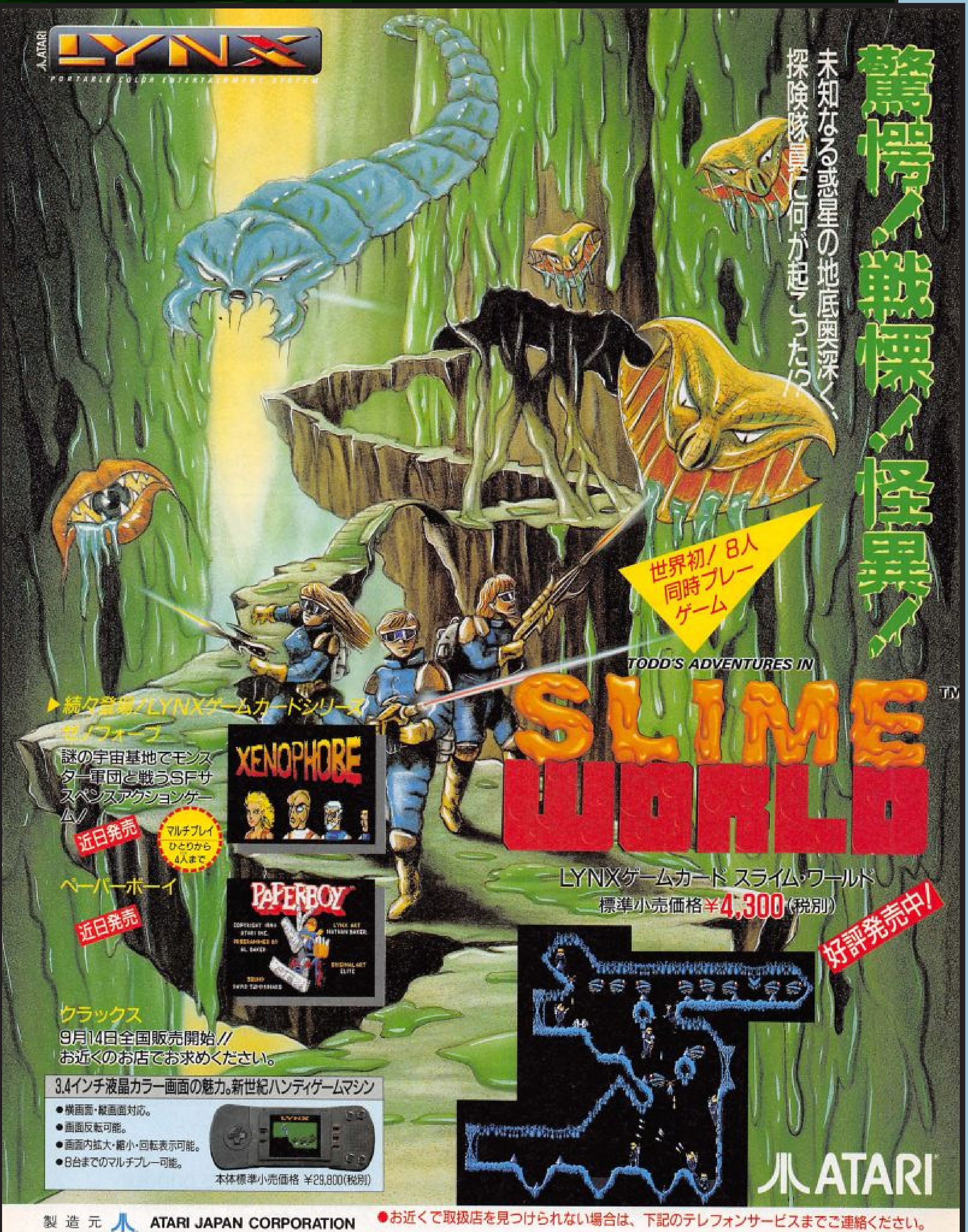

COMPUTER MAP

4003600
CONGRATULATIONS

Peter Engelbrite who worked for Epyx one of the programming divisions at Atari stated in his interview with Retro Gamer Magazine that *"I saw that many of the movies for kids around that time had at least some slime in them"* and commented that it was the *"current craze"* in the 1990s. Engelbrite went on to develop the game which also included the option to link up eight Atari Lynx machines through its Comlynx system. This was then credited to be the first eight player game ever created and the only eight player game on the Lynx.

In a capsule review of the Lynx version for STart, Clayton Walnum called the game *"Wonderfully gross"* and *"a guaranteed hit."* CVG Magazine reviewed the game in their January 1991 issue calling it a *"superb exploration game"*, *"highly original"*, *"with plenty of long-lasting appeal"* giving a score of 90 out of 100.

Marshal Rosenthal reviewed the game in the short lived Raze Magazine giving a score of 92%.



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Tournament Cyberball 2072

5.7

CYBERBALL
2072

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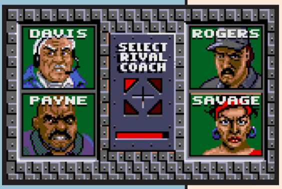

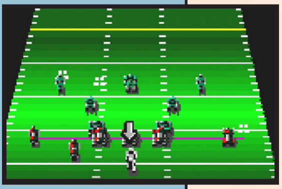

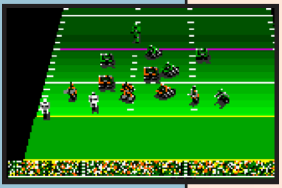

TOURNAMENT
CYBERBALL
12
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI
1 TO 4 PLAYERS

N P

Developer BlueSky Software
Publisher Atari
Release date 1991
Genre Sports
Mode 1 (-4) Player(s)

Tournament Cyberball 2072 is a home-port of the arcade game Cyberball, released in 1988 by Atari Games.

The game is 7-man American football using robotic avatars of different speeds, sizes, and skill sets set in the future. The robots are of different sizes and different talents (smaller robots are faster but can take less punishment, for example). As robots are hit, they emit smoke before eventually exploding and fumbling the ball, which makes over-utilization of the best player not the best idea.

Rather than downs, the teams must move an explosive ball past the 50-yard line as it goes from cool to warm to hot to critical before exploding and destroying the character who has the ball at that point. The list of available plays is small, with the defence only getting to choose how deep their coverage is and the offence getting a limited selection of pass, run, or option plays.

The Tournament Cyberball 2072 version included the following changes: New “Game Breakers” mode. Added Rookie mode. Added 100 additional plays. And Introduced the powerback.

“giantbomb.com”

Xybots

8.5

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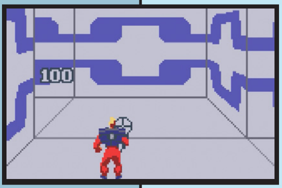

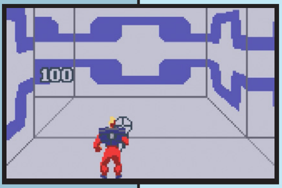

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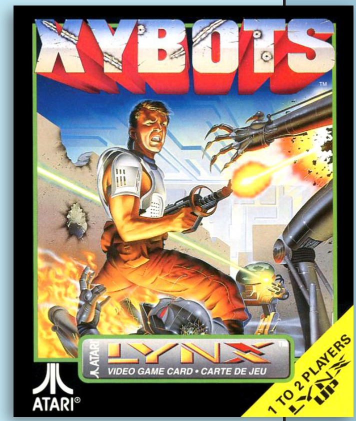

Developer NuFX
Publisher Atari
Release date 1991
Genre Third-person shooter
Mode 1 (-2) Player(s)

Xybots was first released as a 1987 third-person shooter for arcades. Up to two players control “Major Rock Hardy” and “Captain Ace Gunn”, who must travel through a 3D maze and fight against a series of robots known as the Xybots whose mission is to destroy all mankind.

The game features a split screen display showing the gameplay on the bottom half of the screen and information on player status and the current level on the top half.

Designed by Ed Logg, it was originally conceived as a sequel to his previous title, Gauntlet.

The game was well received, with reviewers lauding the game’s various features, particularly the cooperative multiplayer aspect.

Viking Child

6.0

PROPHECY
THE
Viking
Child
Start Game
Enter Code
View Hiscores
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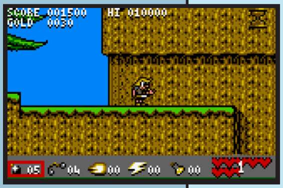
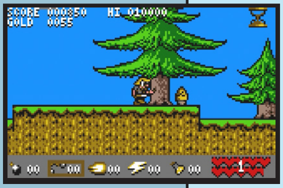
1991


SCORE 001500
GOLD 0030
HI 010000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GOLD 0055
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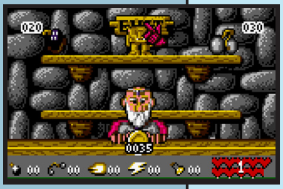
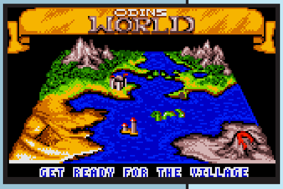



ODINS
WORLD
GET READY FOR THE VILLAGE

Developer	Imagitec Design
Publisher	Atari
Release date	1991
Genre	Action-adventure
Mode	1 Player

Viking
Child
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI

N P

Viking Child, also known as Prophecy I - The Viking Child, was created by Imagitec Design Limited and released on several different systems.

The game is a side-scrolling action-RPG in which a young Viking battles his way through side-scrolling levels and then navigates between levels via an overhead world map.

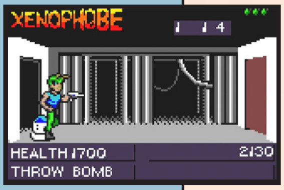
The game closely resembled Sega's Wonder Boy in Monster Land, as certain elements like collecting hidden gold, upgrading the character's weapons and visiting shops were practically identical, despite the difference in release times. It is often remembered as the inferior clone of Wonder Boy in Monster Land.

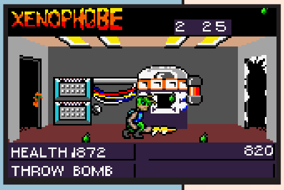
Robert A. Jung reviewed the game for IGN. In his final verdict he wrote *"While Viking Child is a pleasant diversion, it is missing the refinements needed for greatness. The biggest appeal is in exploring the land and just trying to survive, but it should not be mistaken for an adventure game."* Giving a final score of 7 out of 10.

Xenophobe

8.2

XENOPHOBE
LICENSED THROUGH
MIDWAY
MANUFACTURING
COMPANY


XENOPHOBE
HEALTH 1700
THROW BOMB
2130


XENOPHOBE
2 25
HEALTH 1872
THROW BOMB
820

Developer	Epyx
Publisher	Atari
Release date	1990
Genre	Action
Mode	1 (-4) Player(s)

XENOPHOBE
LYNX
VIDEO GAME CARD
ATARI
1 TO 4 PLAYERS

● N P

Xenophobe is a side-scrolling shooter with platform elements. It was developed by Bally Midway and released in arcades in 1987.

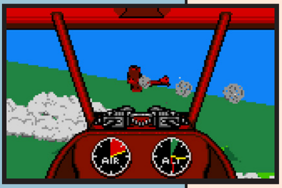
Starbases, moons, ships, and space cities are infested with aliens, and the players have to kill the aliens before each is completely overrun.

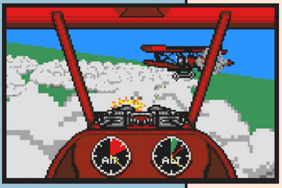
Players start out with a standard issue laser, but can pick up additional weapons. The xenomorphs come in a variety of sizes and get more dangerous as they grow in size and ferocity. Facehugger type creatures will scamper along the floor and cling to players, while the bigger fiends will spit acid and throw bombs at them.

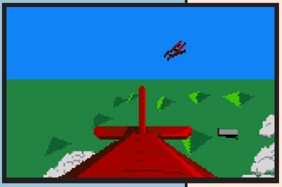
Warbirds

8.9

WARBIRDS
COPYRIGHT ©1990 ATARI CORP.

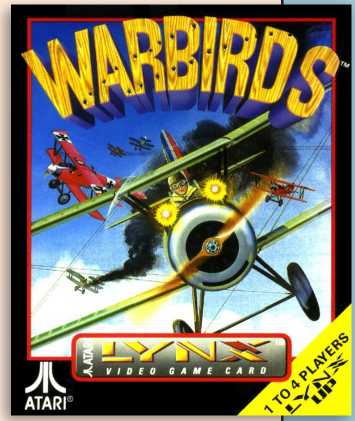






1 AIR VICTORY
RANK: ROOKIE

Developer	Atari
Publisher	Atari
Release date	1991
Genre	Combat flight simulator
Mode	1 (-4) Player(s)


WARBIRDS
ATARI
LYNX
VIDEO GAME CARD
ATARI
1 TO 4 PLAYERS
LYNX UP

N P

Warbirds is a first-person combat flight simulation game released exclusively for the Atari Lynx. Taking place in the 1910s during World War I, players assume the role of a rookie aircraft pilot from the Army Air Force who joined the titular squadron taking control of a prebuilt biplane in order to win the war against the enemies.

The main objective of the game is the elimination of enemies in order to win the war. When playing, the players can look ahead, behind, above, and to the left or right of the plane to detect upcoming enemies in the playfield. The game has five scenarios in which the player can fly against one to three enemy pilots of varying skill levels.

Multiplayer is a heavy focus of the game, as up to four players can compete against each other with the ComLynx port.

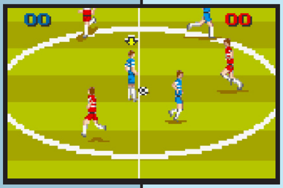
The creation of Warbirds was spearheaded by designer and Atari veteran Robert Zdybel, who dedicated the project to his father.

The game garnered positive reception from critics and reviewers alike who praised the presentation, pseudo-3D visuals, sound design, controls and gameplay. Its multiplayer received unanimous praise but the single-player offering was noted to be one of the title's negative points. It also served as an inspiration for Beyond Games' 1993 BattleWheels.

World Class Fussball/Soccer

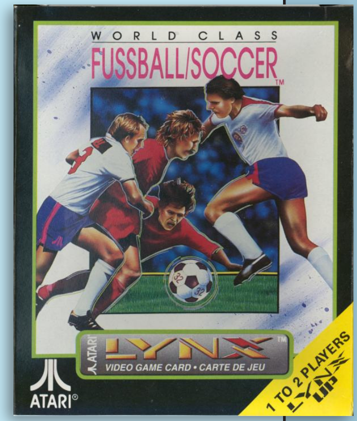
6.5

WORLD CLASS
SOCCER
COPYRIGHT ©1992 ATARI CORP.



N P

Developer	Brian A. Rice
Publisher	Atari
Release date	1992
Genre	Sports
Mode	1 (-2) Player(s)


WORLD CLASS
FUSSBALL/SOCCER
ATARI
LYNX
VIDEO GAME CARD • CARTE DE JEU
ATARI
1 TO 2 PLAYERS
LYNX UP

World Class Soccer feature more than 100 different national teams. The game features selectable skill levels, adjustable game time, dry or muddy fields, and manual or automatic player switching.

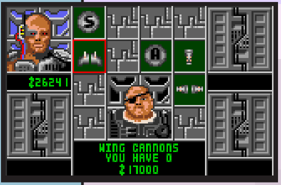
During matches, the field is horizontally aligned, with the scrolling screen showing an angled view centered on the active player. On offense, the Lynx' two buttons allow players to make passes or kicks, on defense, tackles and sliding tackles, and for the goalie, high or low dives.

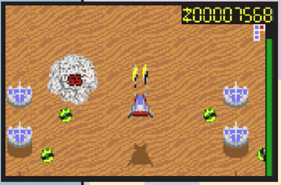
"mobygames.com"

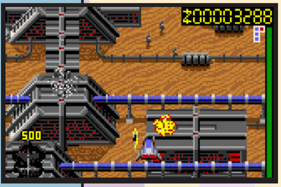
Zarlor Mercenary

7.5

ZARLOR
MERCENARY
COPYRIGHT 1990 EPYX
LICENSED TO ATARI CORP.
PROGRAMMING
CHUCK SOMMERVILLE


$26241
WING CANNONS
YOU HAVE 0
$17000

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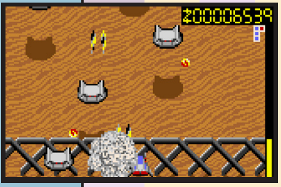
500



YOU ARE ONE DEAD
MERCENARY.

Developer	Epyx
Publisher	Atari
Release date	1990
Genre	Shooter
Mode	1 (-4) Player(s)

ZARLOR
MERCENARY
LYNX
VIDEO GAME CARD
ATARI
1 TO 4 PLAYERS

N P

Zarlor Mercenary is a vertically scrolling shooter in which players takes the role of a mercenary group. The scenario is a long-time war between the Mendicant and Zarlor races and the mercenaries are hired by the Zarlors to clear out six levels hold by Mendicants. Up to four players can play simultaneously using the Comlynx.

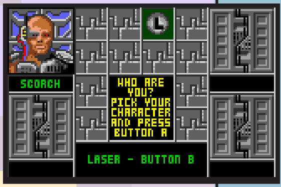
The player controls a spacecraft destroying enemy spaceships and buildings in order to earn money which can be used to buy upgrades between levels. At the end of each level there is a boss ship or landing craft that needs to be destroyed.

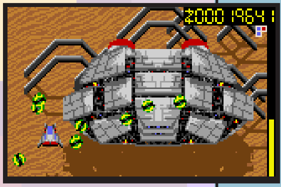
There are seven different pilot mercenaries to choose from, each having their own permanent unique weapon or skill. When playing in multiplayer mode, each player has a unique colour, they can either work together or towards completing the game, or against each other.

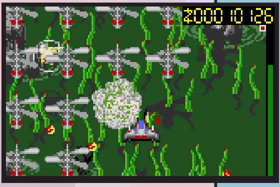
After each mission players can visit a shop run by the Merchant of Venus. Here they can purchase and sell extra items. These include extra ships, which is like buying extra lives. Speed Up, Wing Cannons, Super Shield (regenerating shielding), Power Shots, Laser, Auto Fire, Mega Bomb, Back Shooter and Side Shooter. There are also two items for use in multiplayer mode. Invisibility so players can hide from other players and Back stabber which will attack other players.

In Computer and Video Games, Paul Glancey called Zarlor Mercenary *"a decent-looking shoot 'em up, but quite difficult and not overly exciting to play."* Clayton Walnum wrote in STart, *"As you struggle to destroy the attacking aliens and blast the ground targets, you'll begin to understand what people mean by the term 'control pad ache'. This blastathon will please all players with a thirst for destruction."*

In a 1999 retrospective review, Robert Jung of IGN stated *"A great no-nonsense action game, perfect for people who love the 'shoot it if it exists' philosophy. The game itself is not easy, and the addition of four-player teamups and cash payments/transfers/power-ups ensure quite a bit of variety to the game. Though there are only six levels, they are quite varied, and should offer many challenging hours to the average player."* Kyle Knight of AllGame praised the graphics but stated that *"Zarlor Mercenary moves sluggishly"*. In July 2013 GamesRadar's Jeff Dunn wrote that Zarlor Mercenary along with Blue Lightning were the *"obscure but excellent games"* for the Lynx.


SCORCH
WHO ARE YOU?
PICK YOUR CHARACTER AND PRESS BUTTON A
LASER - BUTTON B





Warning: The Foll
Chills, Dizziness And

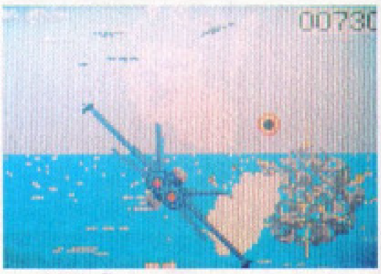
LYNX
1:06
140
ON
OFF
OPTION 1
RESTART
FLIP
OPTION 2
ATARI
B
A
B
A

Atari Lynx™ comes with AC adaptor, Comlynx™ cable and four games on one Lynx game cartridge.

Gauntlet®: Smash arcade hit. The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.

Lots of games are available on compact cartridges, with more being developed as we speak.

ATARI
LYNX
CALIFORNIA



Blue Lightning™: Fly a top secret combat jet while avoiding missiles, ice fields, canyon walls and the dark of night.

Plug any standard headset into the Lynx for more realistic 4 channel sound

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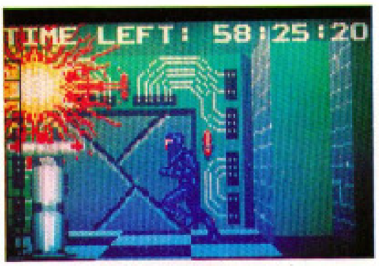
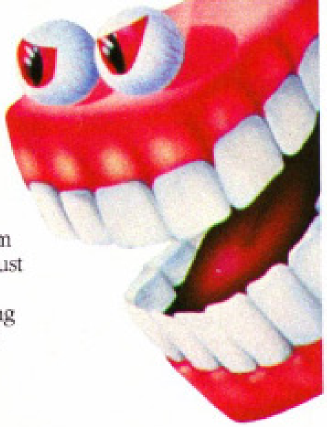
owing May Cause Shortness Of Breath.

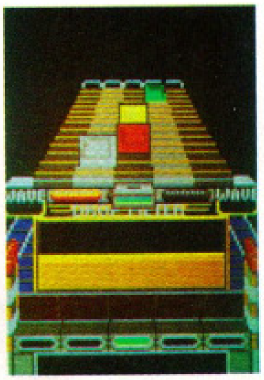


Electrocop™: Rescue the kidnapped daughter of the president. Invade the Steel Complex where dangerous robot traps protect the Criminal Brain.

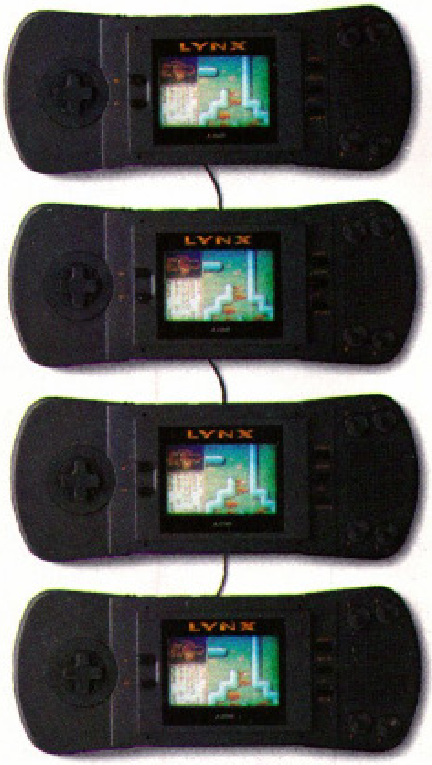
California Games®: Surf your brains out. Skateboard the Half Pipe. Juggle the Foot Bag. Slam off the desert berms on your BMX bike.

Chip's Challenge™: Help Chip through 144 levels without getting nailed by cherry bombs, water-traps, and hundreds of other hazards.





KLAX™: The latest arcade mega-hit from Atari Games. You must form "Klax" from colored tiles tumbling down the conveyor belt. 100 levels.



Connect up to 8 Lynxes.
On some games, all 8 players can be on screen at once.

The Lynx portable game system is every bit as good as home systems.

It has great color and sharpness like a big screen TV.

It has deep levels of play on popular and new games.

And on some games, you will be able to link up to eight Lynxes so everybody can play together.

It's enough to give you chills.

And make our competitors sick.

It's available at all major toy and electronic retailers.

Call 1-800-443-8020 for the dealer nearest you.

ATARI LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM

licensed to Atari Corp.) California Games®, Chip's Challenge™, and Blue Lightning™ are trademarks or registered trademarks of Epyx, Inc. ©1990. Gauntlet® and Klax™ are registered trademarks of Atari Games Corp. ©1990.

Homebrew Atari Lynx Games

The Homebrew scene for Atari games, including Lynx, have probably the most active developers and largest library than on any other consoles. Games includes both physical copies for sale, as different non-standard packages and cartridge types, and free downloadable ROMs.

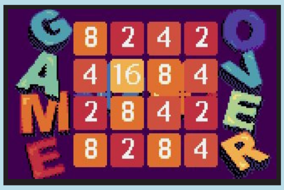
I have included links where you can download the ROM file for play on emulator or on the console. The links are taken from atarigamer.com. Even though I don't think they contain something harmful, you should still take precaution when downloading.

2048

Developer	_cooper_
Release date	2015
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a remake of a Flash game originally designed by Italian web developer Gabriele Cirulli.

2048 is a single-player sliding block puzzle game. The object of the game is to slide numbered tiles on a grid to combine them to create a tile with the number 2048; however, one can continue to play the game after reaching the goal, creating tiles with larger numbers.



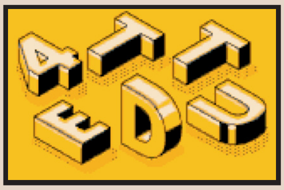
64
32
256
2048
HI PEOPLE!
512
2048

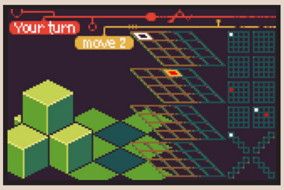
4TTUDE

Developer	Nop90
Release date	2019, (v1.2) 2020
Genre	Puzzle
Mode	1-2 Players
Release	Download only
Download link	👍 OK / (v1.2) 👍 OK

4TTUDE v1.2 is a 3D 4x4 Tic-Tac-Toe game. The game can be played against the Lynx CPU or versus another player, playing on the same Lynx alternating the moves or with two Lynx connected with a comlynx cable.

This game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.





A Bug's Lynx

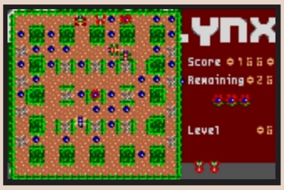
Developer	Fadest
Release date	2009, (2018 Edition) 2018
Genre	Maze
Mode	1 Player
Release	Download only
Download link	👍 OK / (2018 Edition) 👍 OK

This is a game inspired by Lady Bug, an enhanced PacMan clone. The players task is to collect crosslets around the maze (to pass to another level they have to eat all of them).

A Bug's Lynx was an entry into the AC2k9 show held in France in 2009. The 2018 edition was released for eJagFest. It features new unique levels, improved collision detection and bug AI, some behind the scenes updates and updated bug graphics.

A game by Fadest
inspired by Ladybug.
1st version won
the AC2k9 coding contest.
Ejagfest 2018 demo version

! NOT FOR RESALE !

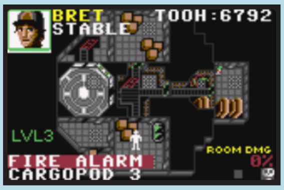


Alien

Developer	GadgetUK
Release date	2014
Genre	Strategy
Mode	1 Player
Release	Download only
Download link	👍 OK

This game is based on the film Alien and includes characters from the film. It is a strategy game set over the 3 levels of the commercial towing vehicle Nostromo and includes a maze of air ducts through which the players and the Alien can reach all areas of the ship. There is no set way to win or lose the game but the more successful players are the better their rating at the end of the game.

A L I E N
'We live as we dream : Alone'
Joseph Conrad
V1.02

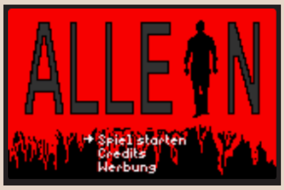


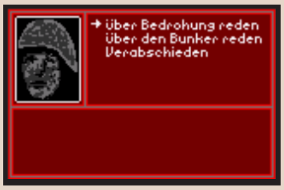
Allein

Developer	Luchs Soft
Release date	2013
Genre	Adventure
Mode	1 Player
Release	Download only
Download link	👍 OK

Allein ("Alone") is a German graphic adventure game.

It seems like the development for this game stopped and only a demo was released for the public.


ALLEIN
→ Spiel starten
Credits
Werbung


→ über Bedrohung reden
über den Bunker reden
Verabschieden

Alpine Games Bonus Card

Developer	Duranik
Genre	Compilation
Mode	1 Player
Release	Sold on cartridge

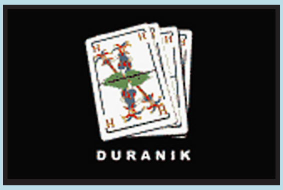
This cartridge was made as a collectors item. It contains only one small game and different demos; MOD player demo, Nebulus demo, F1 Racing demo, Downhill demo, Karate demo, Intro Figures demo and Barrel Jumping game.

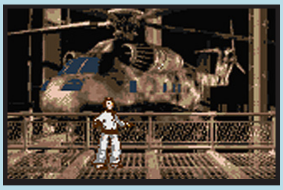
The cart was released two times. One was released as a stand-alone, and one was released as as optional inclusion to the 2015 re-release of Alpine Games.

2015 release

LYNX
BONUSCARD
ALPINE GAMES BONUSCARD
Copyright © 2006 / 2015 by Duranik

Stand-alone release





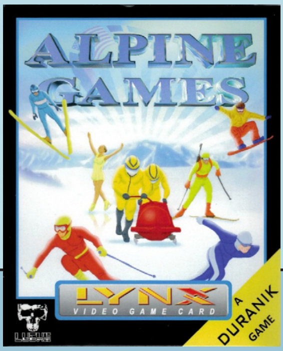
Alpine Games

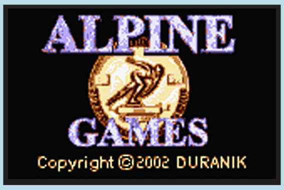
Developer	Duranik
Release date	2015, (Luchs Soft) 2017
Genre	Sports
Mode	1 Player
Release	Sold on cartridge

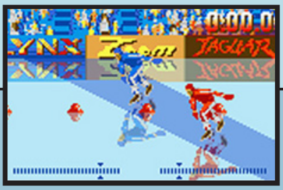
Alpine Games is a sports game where players can take part in different winter events.

Events include: Biathlon, Snowboard Rush, Aerials, Speedskating, Slalom, Bobsleigh, Skijump, Snowboard Halfpipe and Figure Skating.

The game had five different releases, each with a different cartridge and package.


ALPINE GAMES
LYNX
VIDEO GAME CARD
A DURANIK GAME


ALPINE GAMES
Copyright © 2002 DURANIK

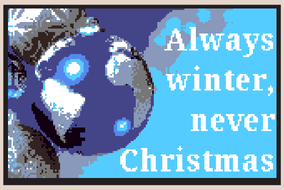

LYNX
JAGUAR

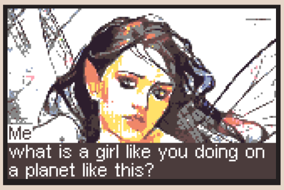
Always winter, never Christmas

Developer	Karri Kaksonen
Publisher	White Lynx
Release date	2017
Genre	Visual novel
Mode	1 Player
Release	Sold on cartridge

Always winter, never Christmas is an interactive novel. The game is set in space.

In addition to the main game, the cart also contains a game called Reiko's Robot Run. It is a fast paced glider run to collect robots while avoiding storm sweepers.


Always winter, never Christmas



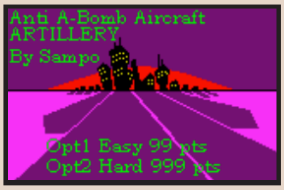
Me
what is a girl like you doing on a planet like this?

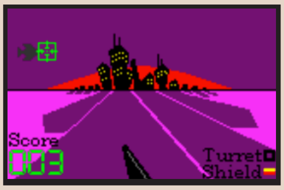
Anti A-Bomb Aircraft Artillery

Developer	Sampo Rintanen
Release date	2005
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a missile defence type game where players shoot down aircraft that are trying to drop A-Bombs on a city.

The game feature different difficulty settings. Every 20 pts there is a level up, and the bombers will fly faster.


Anti A-Bomb Aircraft
ARTILLERY
By Sampo
Opt1 Easy 99 pts
Opt2 Hard 999 pts

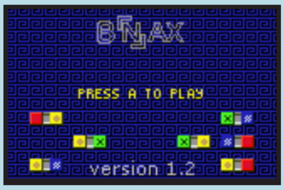

Score
003
Turret
Shield

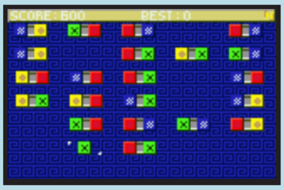
Biniax

Developer	Nop90
Release date	2019
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a port of the 2005 puzzle game, Biniax, by Jordan Tuzsuzov.

Players control a single box of certain type. Colliding to a pair of box, containing their type, will make the pair disappear, leaving them more space and changing their item to the other one of the pair.


BINIAX
PRESS A TO PLAY
version 1.2


SCORE: 500
BEST: 0

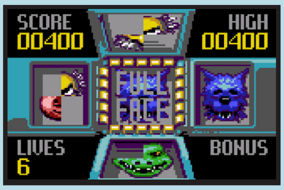
Assembloids

Developer	PriorArt
Developer	Atari Gamer
Release date	2019
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Assembloids is a fast-paced action puzzler. Players must assemble faces by fitting the pieces together. The more complete a face is, the higher the score.

The game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.

assembloids


SCORE
00400
HIGH
00400
FUEL FACE
LIVES
6
BONUS

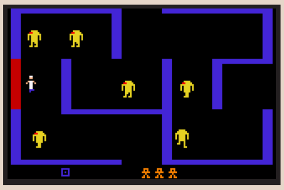
Berzerkoids

Developer	Jum Hig
Release date	2018
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a remake of the 1980 arcade game Berzerk by Stern Electronics. The game places the player in a series of top-down, mazelike rooms containing armed robots.

The game is near completion, but was apparently never completed.

BERZERKOIDS
PRESS TO START

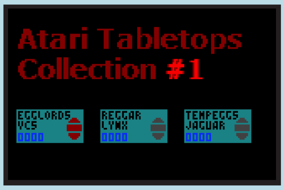


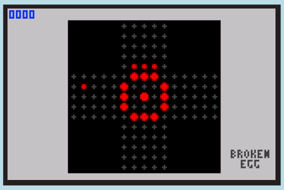
Atari Tabletops Collection #1

Developer	Fadest
Release date	2016
Genre	Arcade
Mode	1 Player
Release	Download only
Download link	👍 OK

These are reimagined tabletops/Game & Watch versions of Atari games from the VCS and Jaguar consoles.

The game was an entry into the AC2016 24 hour coding contest.



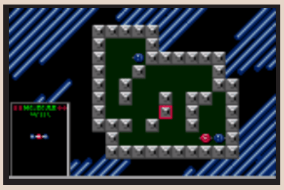


Atomix

Developer	Cooper
Release date	2006
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Atomix is a puzzle game. The object of the game is to assemble molecules from compound atoms by moving the atoms on a two-dimensional playfield.

The game was apparently never completed.



Bitchy

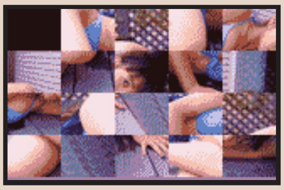
Developer	Rygar
Release date	2009
Genre	Puzzle
Mode	1 Player
Release	Download and Sold on cartridge
Download link	👍 OK

This is a puzzle game where players have to arrange pieces of an image into a complete picture. All images are of semi-naked girls.

The game was created by Rygar from AtariAge. Only 20 copies were ever made and only 15 were distributed to forum members via a competition.

BITCHY
11/20
ATARI

LYNX
Bitchy
X X



Death Cartridge

Developer	Rygar
Release date	2012
Genre	Miscellaneous
Mode	1 Player
Release	Download and Sold on cartridge
Download link	👍 OK

This was a prank cartridge made with the guise of being able to kill the users Lynx console. The cartridge detects if it is being played on a Lynx I or II (or emulator) console and instructs that the opposite console type is required for it to work properly. Despite its menacing messages, this cartridge is completely harmless.

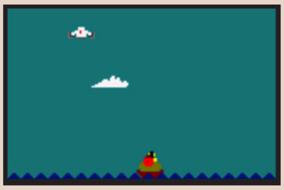
DEATH CARTRIDGE
DEATH CARTRIDGE

This program
will
kill your system
It activates
a bad line command
that will destroy

C-Gull

Developer	Sampo Rintanen
Release date	2010
Genre	Shooter
Mode	1-2 Players
Release	Download only
Download link	👍 OK

In this shooter players must shoot seagulls that are trying to defecate on the players head.

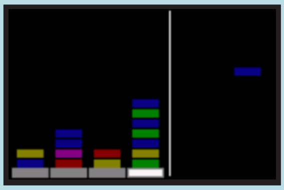


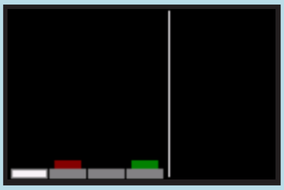
Bars

Developer	Cooper
Release date	2007
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a remake of a public domain ST game.

The game was apparently never completed.

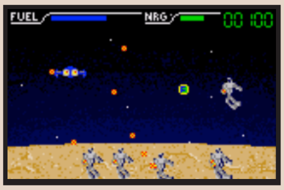




Battlespace

Developer	Peter Musiat
Release date	2003
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

Battlespace

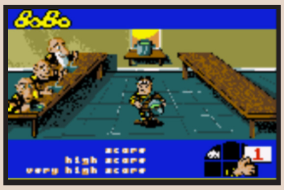


BoBo

Developer	Cooper
Release date	2007
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

BoBo is a cartoon style arcade game. The main character is Bobo, an inmate who has been sentenced for seventeen years. He must do different chores, such as peeling potatoes, ladling soup to his fellow prisoners, helping his fellow prisoners to escape, jumping electric wires and singing lullabies to his snoring cell mates.

The game was apparently never completed.



BoBo
score
high score
very high score
1

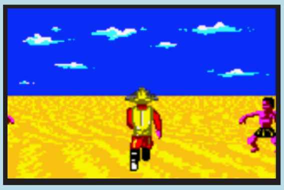
Conquistador

Developer	Sampo Rintanen
Release date	2004
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

Conquistador is a clone of the first level, The Gauntlet, of the Commodore 64 game Aztec Challenge. The game feature original music.

The player control a character running, with enemies on the left and right, who throw spears at the him. Players must duck under the spear or jump over it (depending on the height the spear is coming at).

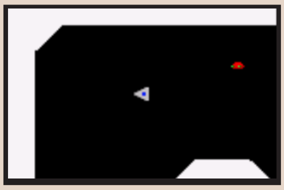
conquistador
PRESS BUTTON

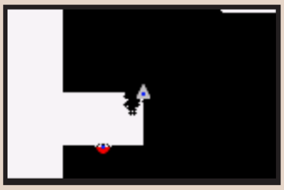


Booster

Developer	Jum Hig
Release date	2005
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a work-in-progress of a game with similar controls to Asteroids, where players control a ship with a thruster.

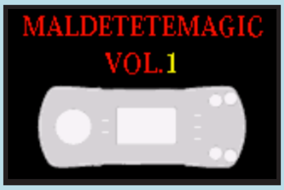


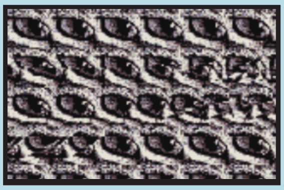


Autostereogram Volume 1 / 2

Developer	Rygar
Release date	2012
Genre	Miscellaneous
Mode	1 Player
Release	Download only
Download link	(vol.1) 👍 OK, (vol.2) 👍 OK

These two "games" feature autostereogram pictures. Autostereograms are 2D images with repeating patterns that hide an underlying three-dimensional 3D image.


MALDETETEMAGIC
VOL.1



CGE 5th Anniversary

Developer	Bjoern Sprueck
Publisher	Songbird Productions
Release date	2002
Genre	Demo
Mode	1 Player
Release	Sold on cartridge

Classic Gaming Expo is an annual event celebrating the origins and evolutions of the video gaming industry. In 2002 Songbird produced a commemorative CGE 5th anniversary Lynx cartridge. This cartridge includes a slide show highlighting all the previous events, starting with World of Atari '98 up to and including CGE2K1. At least sixteen high-color photos are available, along with background music via MOD player.

Only 60 of these cartridges were produced, and each cartridge case is hand-numbered. No more will be produced once they sell out.

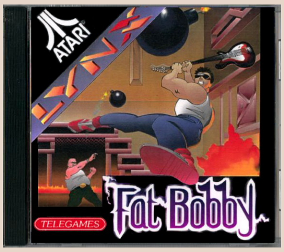
CGE 5th
Copyright 2002 Songbird Productions.
Pictures provided by atariage.com and cyberroach.com
Songbird Productions
CF2008
LYNX

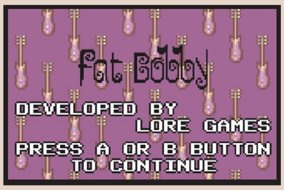
Fat Bobby

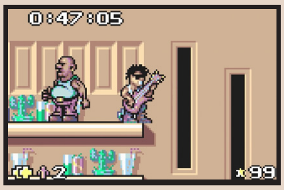
Developer	Steve Mitchell
Publisher	Telegames
Release date	2018
Genre	Platformer
Mode	1 Player
Release	Sold on cartridge

Fat Bobby is a 2D scrolling platformer. In the game, Dr. Mephisto has taken members of Fat Bobby's band captive. With Fat Bobby being their lead guitarist, its up to him to get the get the band back together.

Fat Bobby can attack enemies with his electric guitar. In each level, Bobby can collect musical notes, egg timers, and shields. The musical notes increase the player's score, while egg timers add extra time to the constantly running down time limit, and shields give Bobby temporary invincibility.


ATARI
LYNX
TELEGAMES
Fat Bobby


Fat Bobby
DEVELOPED BY
LORE GAMES
PRESS A OR B BUTTON
TO CONTINUE



Bubble Trouble

Developer	Telegames
Developer	Telegames
Release date	1994, 2002, 2018
Genre	Action
Mode	1 Player
Release	Sold on cartridge

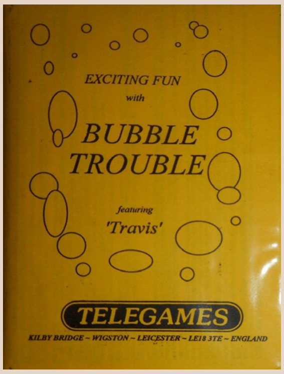
The game is centred around a research scientist called Travis who works at a high energy institute experimenting with dense matter and the theoretical creation of black holes for interstellar travel. While testing a piece of equipment, he get transported into a bubble world.

Travis need to find radioactive deposits to go home again. Meanwhile he can use his equipment to help defend the bubble, by causing it to manipulate the surface of the bubble and send shots streaking across the void.

Travis can wander around a level freely to search for the deposits that will send him home. There are 5 sections to the world where radioactive deposits of the sort needed can be found. Travis must traverse each level, looking for all the deposits that exist there before he can afford to waste the energy for the short jump to the next section.

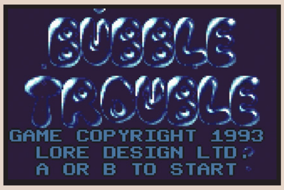
The game was released 3 times. One in 1994 (Green PCB in a clamshell case), one in 2002 (Black PCB in a jewel case) and one in 2018 (Curved lip cart in a jewel case).

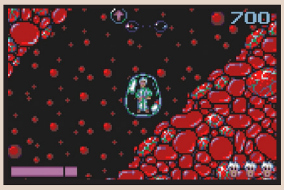
1994 release

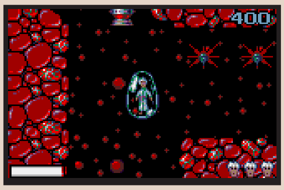

EXCITING FUN
with
BUBBLE
TROUBLE
featuring
'Travis'
TELEGAMES
KILBY BRIDGE - WIGSTON - LEICESTER - LE18 3TE - ENGLAND

2002 / 2018 release

ATARI
LYNX
TELEGAMES
BUBBLE
TROUBLE


BUBBLE
TROUBLE
GAME COPYRIGHT 1993
LORE DESIGN LTD
A OR B TO START



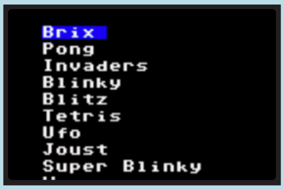


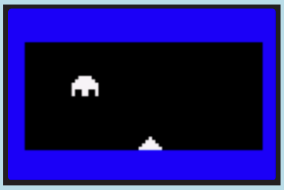
CHIP-8 Emulator

Developer	CabaretVoltaire
Release date	2004
Genre	Emulator
Mode	1 Player
Release	Download only
Download link	👍 OK

CHIP-8 is an interpreted programming language developed by Joseph Weisbecker.CHIP-8 programs are run on a CHIP-8 virtual machine. It was made to allow video games to be more easily programmed.

This is a emulator for the Atari Lynx and includes several CHIP-8 games; Brix, Pong, Invaders, Blinky, Blitz, Tetris, UFO, Joust, Super Blinky, Worm and Car.

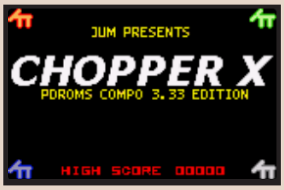

Brix
Pong
Invaders
Blinky
Blitz
Tetris
Ufo
Joust
Super Blinky

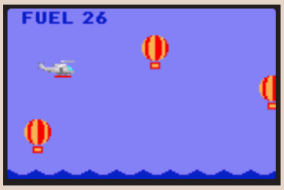


Chopper X

Developer	Jum Hig
Developer	PDRoms
Release date	2007
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

The object of this game is to bring a helicopter home through 4 different stages. If players crash their chopper into anything, or if it run out of fuel, it will explode. At the end of the stage the excess fuel will be added to the score.

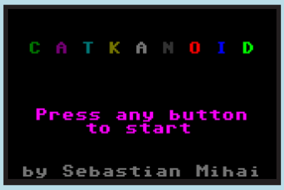

JUM PRESENTS
CHOPPER X
PDROMS COMPO 3.33 EDITION
HIGH SCORE 00000

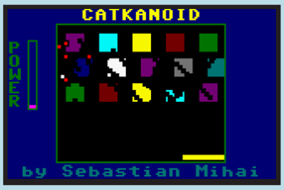


Catkanoid

Developer Sebastian Mihai
Release date 2012
Genre Breakout clone
Mode 1 Player
Release Download only
Download link 👍 OK

Catkanoid is an Breakout clone. The game's notable feature is the power gauge, which can be used to spawn helper balls which last for a limited amount of time. The fuller the power gauge, the more balls are spawned.

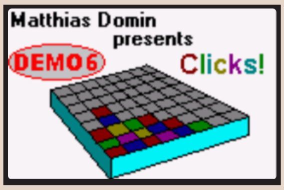

CATKANOID
Press any button to start
by Sebastian Mihai

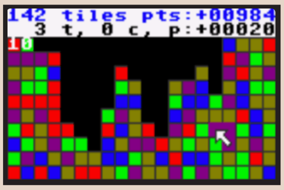

CATKANOID
POWER
by Sebastian Mihai

Clicks!

Developer Matthias Domin
Release date 2001
Genre Puzzle
Mode 1 Player
Release Download only
Download link 👍 OK

Clicks! is a a tile-matching puzzle game based on the gameplay of SameGame. The purpose of the game is to clear a playfield of 100 coloured tiles.


Matthias Domin
presents
DEMO6
Clicks!


142 tiles pts:+00984
3 t, 0 c, p:+00020

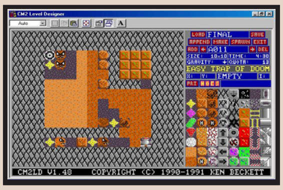
Crystal Mines II :
Buried Treasure Expansion CD

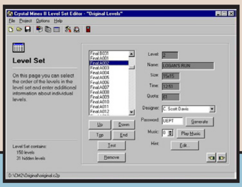
Developer Serious Cybernetics
Publisher Songbird Productions
Release date 2000
Genre Puzzle
Mode 1 Player
Release Sold on CD-ROM

This was released as a Windows CD-ROM program for designing and edit levels for the game Crystal Mines II and transfer them to a Lynx's RAM using a Lynx serial cable.

In addition to the creation and editing software, the game contains the original Crystal Mines II levels along with over fifty new levels.

CRYSTAL MINES II
Buried Treasure:
Expansion Pack
TM


CM2 Level Designer
COPYRIGHT (C) 1990-1991 KEN BECKETT



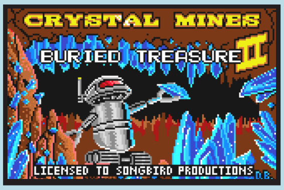
Crystal Mines II :
Buried Treasure

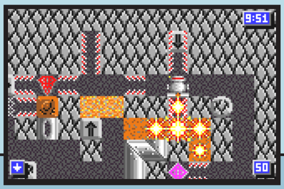
Developer Ken Beckett & Carl Forhan
Publisher Songbird Productions
Release date 1999, 2018
Genre Puzzle
Mode 1 Player
Release Sold on cartridge

This game contains the original one-hundred eighty-one levels of the game Crystal Mines II plus an additional one-hundred twenty-five new levels that were created using the Crystal Mines II: Buried Treasure Expansion Pack.

In 2018 Songbird Productions re-released this game on a curved lip cartridge.

CRYSTAL MINES II
BURIED TREASURE
TM
LYNX
FEATURES:
181 Classic levels
125 new BT levels
Songbird Productions


CRYSTAL MINES
BURIED TREASURE II
LICENSED TO SONGBIRD PRODUCTIONS



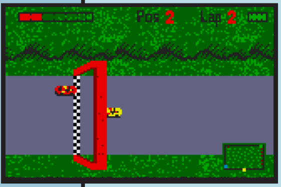
Championship Rally

Championship
RALLY™

Developer	Songbird Productions
Publisher	Songbird Productions
Release date	2000, 2018
Genre	Racing
Mode	1 (-4) Player(s)
Release	Sold on cartridge

Songbird Productions
Presents
Championship
RALLY
LYNX
Championship
RALLY

Championship Rally is a homebrew racing game developed and published by Songbird Productions exclusively for the Atari Lynx. Themed around rallying, the players compete with either AI-controlled opponents or against other players in matches across various locations.

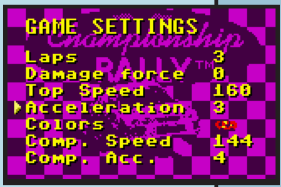


Championship Rally is a top-down rally racing game where players races across multiple tracks. There are a total of seven courses to race along, with four of them being locked at the beginning and four modes of play: Tournament, Single Race, Time Trial and Versus. Game saves are handled manually via password. In the single-player tournament mode, players have to compete in a racing season across tracks filled with obstacles on multiple regions such as Alaska, each one consisting of three-laps, while racing against CPU-controlled opponents. Single Race is an arcade-style mode where the player can choose between any of the tracks to refine their skills. Time Trial is a mode where players compete against the clock in an attempt to obtain the best time possible. Multiplayer is a heavy focus of the game, as four players can compete against each other in head-to-head races on Versus mode by connecting four Lynx units via the system's ComLynx port.

Championship Rally served as the second homebrew game to be developed and published by Songbird Productions for the Atari Lynx after their first title, Ponx. Lucien Kleijker served as the game's only programmer, while Songbird Productions founder Carl Forhan was also involved during development of the project with sound design. The title was launched on December 15, 2000, after Hasbro Interactive released the rights for the Lynx into public domain. In May 2001, a second print run was launched. The first release came on a black PCB and the second print came on a "curved lip" cartridge.

Championship Rally was met with mixed reception from critics and reviewers alike since its initial release. Keita Iida of Atari Gaming Headquarters praised the controls, presentation and audio design but criticized the lack of support for additional players in versus races. Iida gave the game a 7 out of 10 score, regarding it as *"a worthy effort by two individuals who weren't paid thousands of up-front dollars like Lynx developers of the early 90s"*. IGN's Marc Nix regarded the gameplay to be enjoyable and the ability to customize vehicles but criticized the lack of additional tracks, graphical variety on said tracks and lack of support for more players in multiplayer. Nix gave the title a 6.0 out of 10 rating. Bruce Clarke of gaming website The Atari Times gave positive comments in regards to its presentation, controls, visuals and audio, obtaining an 80% score.

The game has sold over an estimated 300 copies as of 2019, according to Songbird Productions' Carl Forhan.



```
GAME SETTINGS
Laps               3
Damage force       0
Top Speed          160
▸Acceleration      3
Colors
Comp. Speed        144
Comp. Acc.         4
```

Columns

Developer	Cooper
Release date	2007
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a version of the match-three puzzle video game originally created by Jay Geertsen in 1989.

The game was apparently never completed.

Fishing for Atari

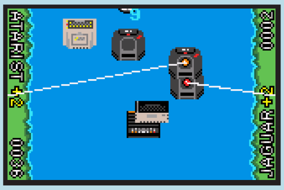
Developer	Dr. Ludos
Publisher	Sillyventure2k19
Release date	2019
Genre	Action
Mode	1-2 Players
Release	Download only
Download link	👍 OK

This is a Atari fishing game for 2 players played on the same Lynx console.

To play the game, two players should lay down the console on a table, and have each player sit on a different side of the console. Each player then use a single button (D-pad for player 1, A or B for player 2) to try to catch as many Atari machine as possible before the time runs out.

This is the Sillyventure2k19 competition version of this game (it won 4th place in the competition).

FISHING FOR ATARI
a game for
2 PLAYERS
ON 1 LYNX
by Dr.LUDOS
PRESS D-PAD
PRESS A OR B
0000
0000

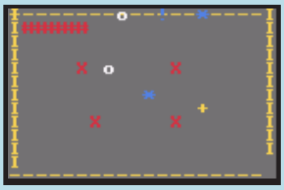


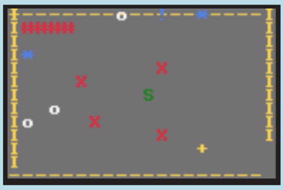
Cross Chase

Developer	Fabrizio Caruso
Release date	2018
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

Cross Chase is a action game where the players goal is to lure the enemies into the mines. Players can use the gun against the skull and missile bases for points and extra power-ups.

The game is an experimental version of the game built by the Cross Lib universal 8-bit abstraction library.

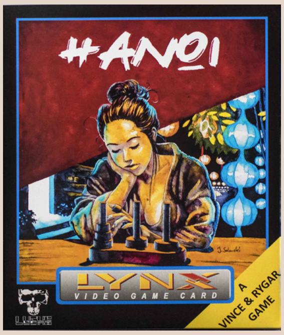




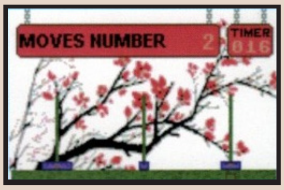
Hanoi

Developer	Vince & Rygar
Publisher	Luchs Soft
Release date	2017
Genre	Puzzle
Mode	1 Player
Release	Sold on cartridge

Hanoi is a Lynx game based on The Tower of Hanoi, a mathematical game or puzzle. The game consists of three rods and a number of disks of different sizes, which can slide onto any rod. The object is to move all the disks over to the third tower, without placing a larger disk onto a smaller disk.


HANOI
LYNX
VIDEO GAME CARD
A VINCE & RYGAR GAME

HANOI
BY
DEVLYNX
AND
ZONELYNX


MOVES NUMBER
TIMER

Cyber Virus

Developer	Songbird Productions, Beyond Games
Developer	Songbird Productions
Release date	2001 (L.E), 2002, 2018
Genre	First-person shooter
Mode	1 Player
Release	Sold on cartridge

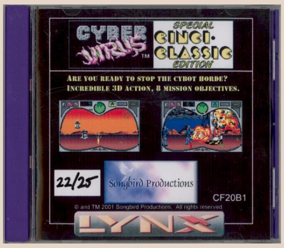
Songbird released Cyber Virus after they acquired the prototype from former developer Beyond Games.

Cybervirus puts players in the role of the last surviving member of the Demolitions Ops Guerillas of War. They will have to stop a horde of bio-mechanical enemies that are threatening mankind with extinction.

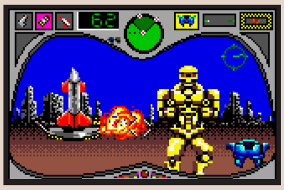
The game is a first-person shooter with perspective and motion similar to Battlewheels. It features sixteen missions and multiple weapons to use, including laser, grenades, and mini-missiles. Levels are set in a variety of terrain, from the jungles of Central America to the deserts of Southwestern USA. Enemies include bio-robots, mutant spiders, land mines, turrets, among others.

The game was released in 2002, with a re-release in 2018. A limited edition called Cinci-Classic Edition was released in 2001. Only 25 units were made and sold. The limited edition included two missions not seen in the other two versions.

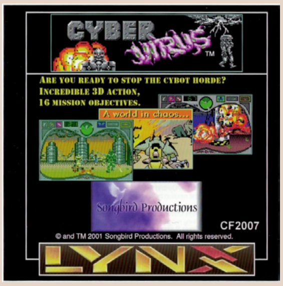
2001 L.E. release

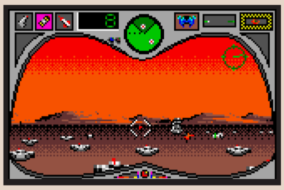

CYBER VIRUS
SPECIAL CINCI-CLASSIC EDITION
ARE YOU READY TO STOP THE CYBOT HORDE?
INCREDIBLE 3D ACTION, 8 MISSION OBJECTIVES.
22/25
Songbird Productions
CF20B1
LYNX

CYBER VIRUS
SONGBIRD PRODUCTIONS.



2018 release


CYBER VIRUS
ARE YOU READY TO STOP THE CYBOT HORDE?
INCREDIBLE 3D ACTION,
16 MISSION OBJECTIVES.
A world in chaos...
Songbird Productions
CF2007
LYNX



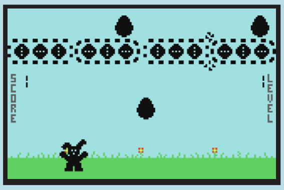
Eggsavier's Cackleberry Rescue

Developer	Igor Kromin
Developer	Atari Gamer
Release date	2019, 2020
Genre	Action
Mode	1 Player
Release	Download only
Download link	(2019 v.) 👍 OK, (2020 v.) 👍 OK

The game is designed like a LCD / Game and Watch game. Players take control of the easter bunny who must save falling eggs. The speed increases as players save more eggs. The game feature three difficulty levels.

The 2020 version includes a virus mode where players must avoid hitting falling viruses.

EGGSAVIER'S
CACKLEBERRY
RESCUE
MODE : NORMAL VIRUS
COUNT: 1 2 3
A-START B-COUNT OPT1-MODE OPT2-HELP
ATARIGAMER.COM


SCORE
LEVEL

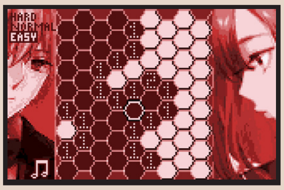
Find a way to my heart

Developer	White Lynx Productions
Publisher	Atari Gamer
Release date	2019
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a minesweeper game where the goal is to clear a path between a boy and a girl. The numbers shows how many bombs are in neighbour tiles. The game have three difficulty levels.

The game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.

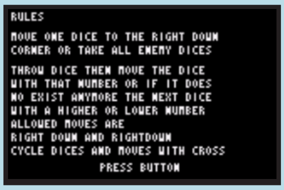
Find a way to my
heart


HARD
NORMAL
EASY

Dice Board Game

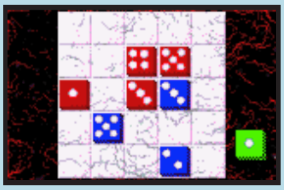
Developer	sage
Release date	2005
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a dice game where players need to manoeuvre their dice to the enemy's side of the board to win.


RULES

MOVE ONE DICE TO THE RIGHT DOWN
CORNER OR TAKE ALL ENEMY DICES

THROW DICE THEN MOVE THE DICE
WITH THAT NUMBER OR IF IT DOES
NO EXIST ANYMORE THE NEXT DICE
WITH A HIGHER OR LOWER NUMBER
ALLOWED MOVES ARE
RIGHT DOWN AND RIGHTDOWN
CYCLE DICES AND MOVES WITH CROSS
PRESS BUTTON



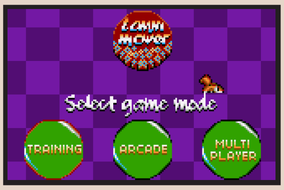
Lawnmower

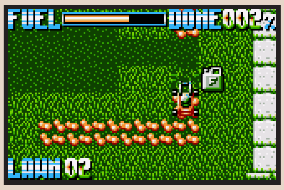
Developer	OCEO
Publisher	Sillyventure2k19
Release date	2019
Genre	Action, Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

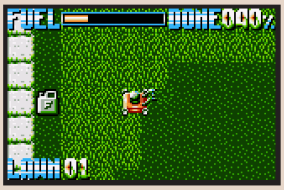
In Lawnmower players control a lawnmower and must cut all the grass while avoiding obstacles and paying attention on how much fuel they are using. The game feature three difficulty levels.

The game won 6th place in the Sillyventure2k19 game competition.

LAWI
Concept:Shiru
Code:Nop90
Gfx-Lvl:Marss
Msx:Glafouk


Lawn Mower
Select game mode
TRAINING
ARCADE
MULTI PLAYER


FUEL
DONE 002%
LAWN 02


FUEL
DONE 090%
LAWN 01

Eye of the Beholder

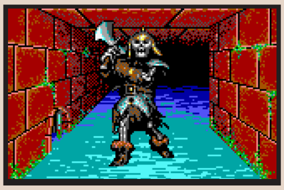
Developer	NuFX
Publisher	Atari
Release date	1993
Genre	Role-playing
Mode	1 Player
Release	Download and Sold on cartridge
Download link	👍 OK

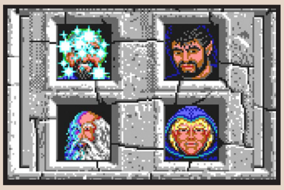
Eye of the Beholder is a role-playing game developed by Westwood Associates and released in 1991 for MS-DOS. A port to the Atari Lynx was developed by NuFX in 1993, but was not released.

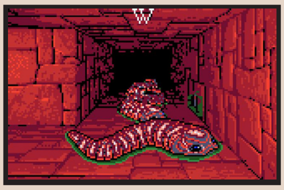
The game had a limited unofficial/homebrew release of a modified ROM that used different chips to what Atari designed originally. It was sold in a professionally made box with a manual but still used a PCB cart with a memory chip and the ROM chip.

EYE OF THE BEHOLDER
LYNX
ATARI

Eye of the Beholder
A LEGEND SERIES
FANTACY ROLE-PLAYING SAGA
©1990 TSR.Inc. STRATEGIC SIMULATIONS Inc.
ALL RIGHTS RESERVED. LICENSED TO ATARI CORP
PRODUCED BY NuFX, INC.



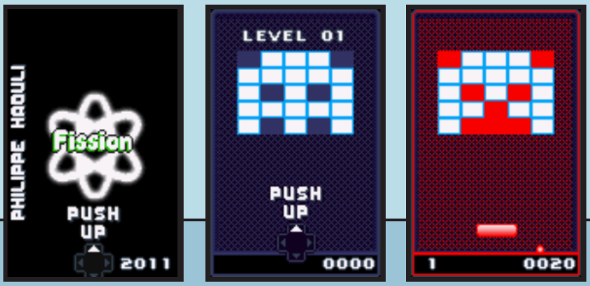




Fission

Developer	Philippe Haduli
Release date	2011
Genre	Breakout clone
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a Breakout clone played sideways on the Lynx console.


PHILIPPE HADULI
Fission
PUSH UP
2011
LEVEL 01
PUSH UP
0000
1
0020

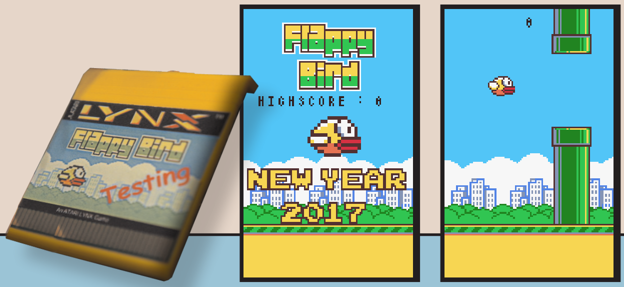
Flappy Bird (Testing)

Developer	tonma
Developer	White Lynx
Release date	2017
Genre	Action
Mode	1 Player
Release	Download and Sold on cartridge
Download link	👍 OK

This is a Flappy Bird clone for the Lynx. The game is a side-scroller where the player controls a bird, attempting to fly between columns of green pipes without hitting them.

The game is played sideways on the Lynx console.

The game was released as both a download and on a 3D printed physical cartridge

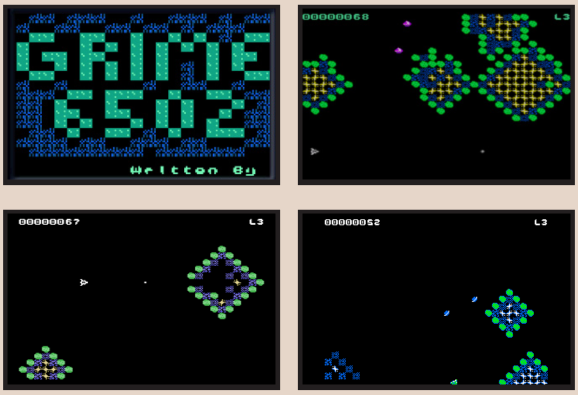

LYNX
Flappy Bird
Testing
Flappy Bird
HIGHSCORE : 0
NEW YEAR 2017
0

Grime 6502

Developer	Chibi Akuma
Release date	2018
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

This is an Atari Lynx port of the Z80 version of Grime. In the game, players must destroy mold colonies that are threatening the town of Spudville.

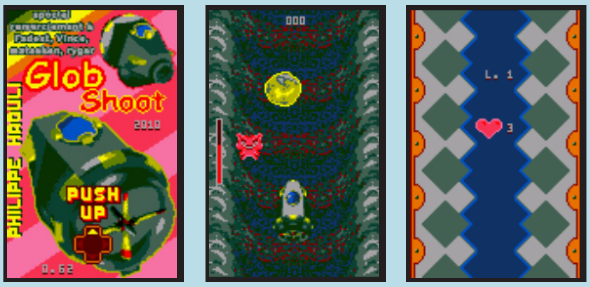
The game have similar gameplay to Centipede and its variants, but distinct in some gameplay mechanics. The players vehicle can move throughout the entire playing field, shoot in four directions, and toggle an auto-fire mode.


GRIME 6502
Written By
00000068
L3
00000067
L3
00000052
L3

Glob Shoot

Developer	Philippe Haduli
Release date	2011
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

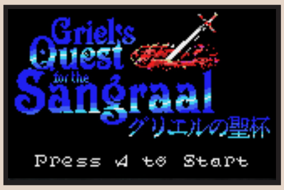
A shooter where the goal is to collect the red Globs and avoid yellow Blobs.

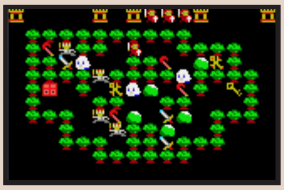

Glob Shoot
PHILIPPE HADULI
2010
PUSH UP
000
L. 1

Griel's Quest for the Sangraal

Developer	Nop90
Release date	2019
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Griel's Quest for the Sangraal was released in Japan for MSX2 systems in 1990. In 2005 it was ported to MSX1 systems by Karoshi Corp. The Lynx port is a work in progress available for download.


Griel's Quest for the Sangraal
グリエルの聖杯
Press A to Start



Lexis

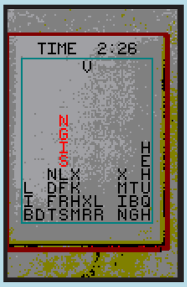
Developer	Shadowsoft
Release date	Songbird Productions
Genre	Puzzle
Mode	1 Player
Release	Download and Sold on cartridge

Lexis is much like the game Tetris but instead of falling blocks, players have to make words out of falling letters. Some words will give them cheats or unlock a bonus game. When the letters reach the top of the screen, the game is over. Words can be formed horizontally, vertically, forwards or backwards.

Lexis is licensed from Shadowsoft, who brought such games as Joust and Robotron to the Lynx.

LEXIS™
A new twist on the puzzle classic! Spell words from falling letters!
Songbird Productions
CF2003
LYNX

LEXIS
© 1994
Shadowsoft Inc
created by
Shadowsoft Inc



Growing Ties

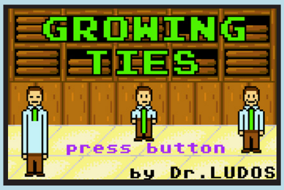
Developer	Dr Ludos
Publisher	Atari Gamer
Release date	2019
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

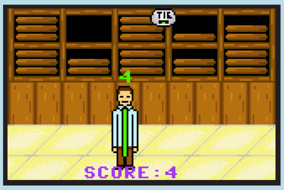
Patrons want to get custom ties and the players will have to cut them perfect-sized ones.

A tie grows by pressing "A", and players can cut it by pressing "B". The tie will fall down, and hopefully reach a patron.

As the levels go along, players can discover more mechanics explained in the game: combo system, modifying tie colors, limited tie supply, limited time, etc.

This game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.


GROWING TIES
press button
by Dr.LUDOS

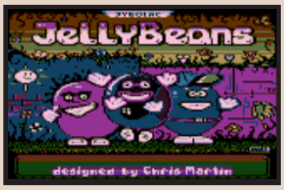


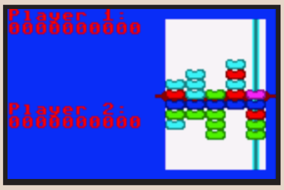
Jellybeans

Developer	Chris Martin and Matthias Domins
Release date	2005
Genre	Puzzle
Mode	1 (-2) Player(s)
Release	Download only
Download link	👍 OK

In JellyBeans the player must remove JellyBeans from a "lockbox" before it fills up.

The game scored 7th place at the 2004 ABBUC Software contest!


JellyBeans
designed by Chris Martin


Player 1:
0000000000
Player 2:
0000000000

Hotdog

Developer	Lore Design
Release date	Beta Phase Games
Genre	Platformer
Mode	1 Player
Release	Sold on cartridge

Hotdog is a platform game where players must run, jump, bounce, swim, zipline and cannonball across 8 levels and 5 worlds. The game feature hidden areas, power-ups, alternate routes, among other things.

HOTDOG
LYNX
PHASE GAMES
HOTDOG
HOTDOG
1 2 4:15 9400
0 2 2:29 8300

Hotdog April Fools

Genre	Maze
Mode	1 Player
Release	Download only
Download link	👍 OK

This was a prank April Fool's game released to trick people into thinking it's an official Hot Dog ROM. The game is actually playable with the objective of collecting coins and unlocking a door to collect the final prize and ending screen.

HOTDOG
COPYRIGHT 1993
LORE DESIGN LTD
downloading
ROMs
APRIL F
YOU SUCK
30
0

Hyperdrome

Developer	Atari / Songbird Productions
Publisher	Telegames / Songbird Productions
Release date	1999, 2018
Genre	Racing
Mode	1 (-4) Player(s)
Release	Sold on cartridge

Hyperdrome, originally called Grid Runner, was essentially completed but abandoned once Atari moved from the Lynx to the Jaguar.

Hyperdrome is similar to Ballblazer, and it support up to four players via comlynx. The game is a sc-fi arena sports game where the goal is to move around a 3D arena, collect valuable items, and return them to the players goal for points. Players compete against each other and arena obstacles will knock them around as they fight for the title of Hyperdrome Champion.

The game was released three times. Two times in 1999, on a black and green PCB, and again in 2018 on a curved lip cartridge.

ATARI
LYNX
HYPERDROME
TELEGAMES
HYPERDROME
150
3:54
322
550

Jungle Jack

Developer	Alex Thissen
Release date	2017
Genre	Platformer
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a Pitfall clone for the Atari Lynx.

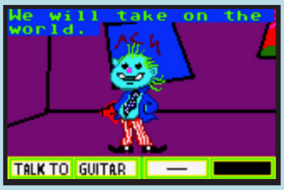
19:12 1882
20:00 2000

Karateboy

Developer	Sampo Rintanen
Release date	2011
Genre	Adventure, Demo
Mode	1 Player
Release	Download only
Download link	👍 OK

This is an unfinished mini-demo of an adventure game.

LYNX
PRESS BUTTON


We will take on the world.
TALK TO
GUITAR

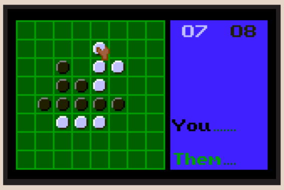
Lynx Othello

Developer	Harry Dodgson
Release date	1999
Genre	Puzzle
Mode	1-2 Players
Release	Sold on cartridge
Download link	👍 OK

Lynx Othello is a version of the board game Othello (Reversi) for the Lynx. Players can select from four aggression levels. In addition to a one player game against the computer, two players can also play, alternating with the same Lynx. Or using the ComLynx cable.

LYNX
Lynx Othello©
OTHELLO

Lynx Othello®
with LOSS
Copyright 1999
Harry Dodgson

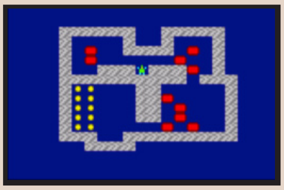

07
08
You....
Then....

Kistenschieben

Developer	Bjoern Spruck
Release date	2001
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Kistenschieben is a box pushing game. The goal of the game is to place boxes on the markers. It is only possible to push one box at a time, and the boxes can only be pushed, never pulled.

Kisten-
schieben
written by Björn Spruck
using BLL Lynx Dev.Kit by
Lars Baumstark & Bastian Schick

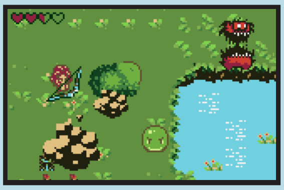


Lynx Quest

Developer	New Generation
Publisher	Atari Gamer
Release date	2019
Genre	Adventure
Mode	1 Player
Release	Download only
Download link	👍 OK

Lynx Quest is an action-adventure were players will travel through four worlds, fighting enemies and eliminating the final bosses.

The game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.



Knight Moves

Developer	Cooper
Release date	2005
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

In Knight Moves players must use logic to move the knight with legal Knight chess moves to every square on the board in as few moves as possible.

Knight
Moves
Cooper / Paradize · 2005

Knight
Moves
Moves :
008

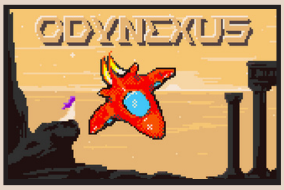
Odynexus: Journey to Ithaca

Developer	LordKraken
Publisher	Sillyventure2k19
Release date	2019
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	(SV2k19 v.) 👍 OK, (demo) 👍 OK

Odynexus is a shoot'em up, featuring pixelart, large bosses, swarms of enemies and arcade action.

Players take control of Odynexus, a legendary space warrior who defeated the Electrogods and conquered Trox, their capital city. But the the Electrogods are still not dead, and they have summoned their most powerful machines, the Mechatitans.

The game won 3rd place is the Sillyventure2k19 competition. The prototype is being reworked into a full game, that is planned to get a physical release at some time.

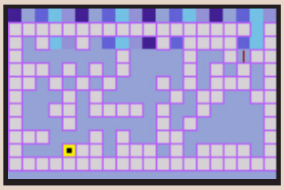


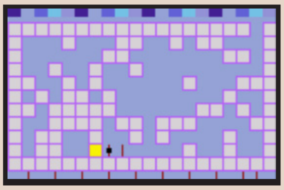
Limny

Developer	Fadest
Release date	2008
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Limny is a puzzle game where the goal is to get 20 red "stakes" to the yellow door before the screen is completely filled with "water"

Players move a black cursor and can create or destroy a block in the labyrinth. As they are released, the stakes are listed at the bottom of the screen.



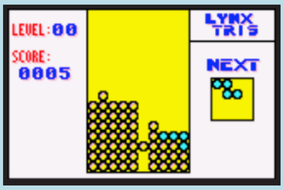


Lynx Tris

Developer	Anata
Release date	2005
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Lynx Tris is a Tetris clone.

LYNX
TRIS
PRESS A TO START
LYNX TRIS By Anata 2005
V.1.0



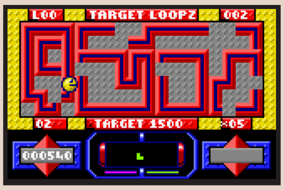
Loopz

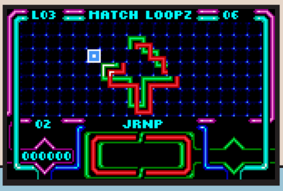
Developer	Hand Made Software
Publisher	Songbird Productions
Release date	2002, 2004, 2018
Genre	Puzzle
Mode	1 (-2) Player(s)
Release	Sold on cartridge

Loopz is a puzzle video game originally designed and programmed by Ian Upton for the Atari ST in 1989. The Atari Lynx port by Hand Made Software was in development but lay unreleased until picked up by Songbird Productions in 2004.

The main goal of the game is to make loops. Random pieces are presented over a board, including simple lines and corners as well as S bends and other warped shapes of varying sizes. It is up to the player to link them up in a loop form, then moving on to the next level. Pieces can be placed on any empty space on the grid, and rotated into one of the four main compass directions.

© 1992 Audiogenic Software Ltd.
LOOPZ
CF2009
LYNX
Songbird Productions

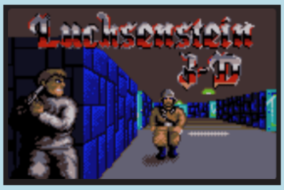

L00
TARGET LOOPZ
002
02
TARGET 1500
05
000540

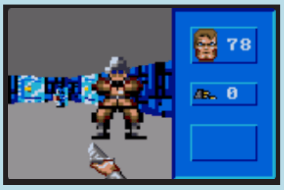

L03
MATCH LOOPZ
06
02
JRNP
000000

Luchsenstein 3D

Developer	obschan and 108 Stars
Release date	2013
Genre	First-person shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

Luchsenstein 3D is a demo of Wolfenstein 3D made as an experiment by the developers to see what they could do with the engine.


Luchsenstein
3-D

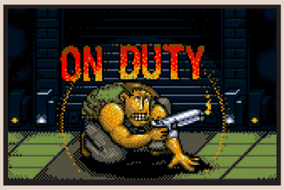


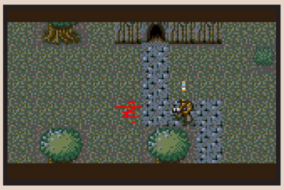
On Duty

Developer	OCEO
Publisher	Atari Gamer
Release date	2019
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

On Duty is a shooter where players must battle their way through fields of enemies, find ammo and power ups, and make their way to the final boss.

The game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.





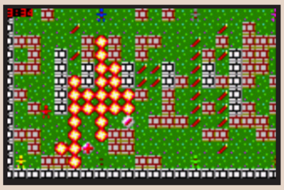
Lynx Blast / Dynalynx

Developer	Bjoern Spruck
Release date	2001
Genre	Puzzle, Action
Mode	1 Player
Release	Download only
Download link	👍 OK

Lynx Blast have a similliar look to Dynabuster on the STE / Falcon.

The game is not complete, so bugs may occur when playing the game.

lynx Blast
put the new rendered logo here
leave place for multiplayer sign-on



Nutmeg

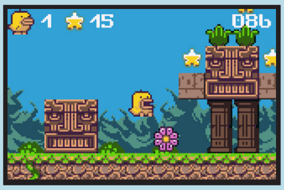
Developer	Retroguru
Publisher	Atari Gamer
Release date	2019
Genre	Platformer
Mode	1 Player
Release	Download only
Download link	👍 OK

Nutmeg is a sidescrolling run and jump game. Players must rescue their buddies, fight the kidnapper, collect stars, earn powers and avoid enemies. The game feature powerups that will make the player-character climb ropes and jump higher.

Nutmeg for Atari Lynx is an enhanced version of Photon Storm's HTML5 game Nutmeg. The original game is a one button jump and run game.

This game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.

Visit www.retroguru.com
Nutmeg for Atari Lynx is homebrew software and not endorsed or approved by Atari.

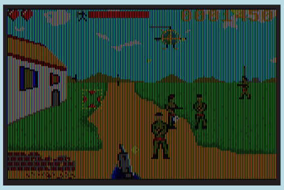


Lynx Ops

Developer	GadgetUK
Release date	2012
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

Lynx Ops is an unfinished shooter game.

LYNX OPS
TM
PRESS A OR B TO START
©2012 C5 SOFTWARE



Lynxopoly

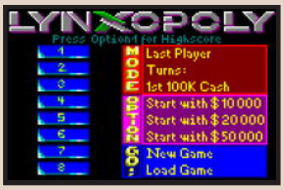
Developer	Matashen
Publisher	Hexgames.de
Release date	2009
Genre	Board, Strategy
Mode	1 Player
Release	Sold on cartridge

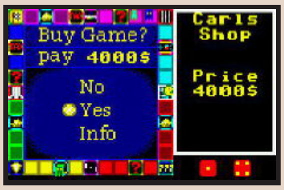
Lynxopoly is much like Monopoly, but instead of buying streets or railroad stations, players buy Lynx games. Every player is a publisher that buys the rights to games. The players build add-ons and rent them to other publishers/players. The games are grouped in genres and every genre has its own colour.

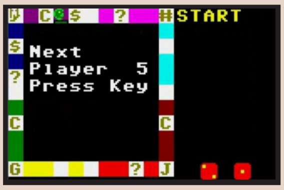
There are three game modes: Last Player: The last player wins. Turns 100: The player with the most money wins after 100 rounds. First 100K: The first player who has $100.000 in the bag is the winner.

"mobygames.com"

LYNXOPOLY
LYNX


LYNXOPOLY
Press Option1 for Highscore
1
2
3
4
5
6
7
8
MODE
Last Player
Turns:
1st 100K Cash
OPTION
Start with $ 10 000
Start with $ 20 000
Start with $ 50 000
GO!
New Game
Load Game


Buy Game?
pay 4000$
No
Yes
Info
Carls Shop
Price
4000$

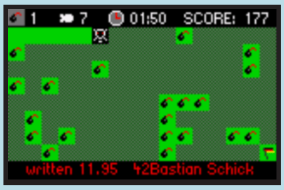


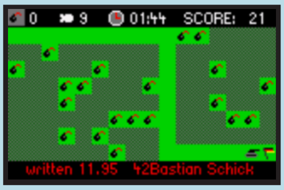
Next
Player 5
Press Key

Mines 2

Developer	Bastian Schick
Release date	1996
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

The goal of the game is to blow up or avoid bombs while reaching the finish line. It is only possible to blow up bombs that are directly in front of the tank.

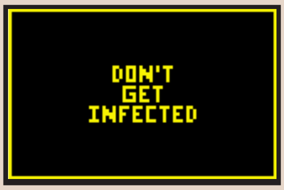

1 7 01:50 SCORE: 177
written 11.95 42Bastian Schick

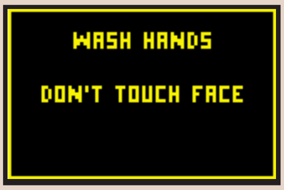

0 9 01:44 SCORE: 21
written 11.95 42Bastian Schick

Lynx Virus

Developer	Igor Kromin
Publisher	Atari Gamer
Release date	2020
Genre	Miscellaneous, Demo
Mode	1 Player
Release	Download only
Download link	👍 OK

This demo was part of an April Fool's article on Atari Gamer. The demo doesn't do much apart from looping over some messages, with glitchy graphics and music.


DON'T
GET
INFECTED


WASH HANDS

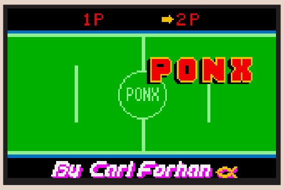
DON'T TOUCH FACE

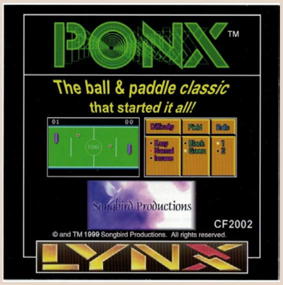
Ponx

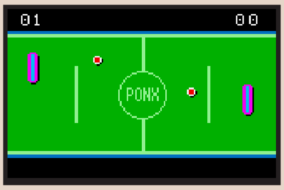
Developer	Carl Forhan
Publisher	Songbird Productions
Release date	1999, 2018
Genre	Action, Sports
Mode	1-2 Players
Release	Sold on cartridge

Ponx is a Pong game with added options. Players can control the difficulty, field color and number of balls in play. The game feature one player or two player mode using one Lynx and Ponx cart. With two players, the control pad is used to control the left paddle and the A and B buttons control the right paddle.

The game plays like a standard Pong game where players must stop the ball, or balls, to get past their paddle.


1P
2P
PONX
PONX
By Carl Forhan

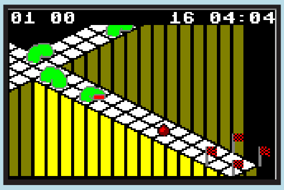

PONX™
The ball & paddle classic
that started it all!
Songbird Productions
CF2002
© and TM 1999 Songbird Productions. All rights reserved.
LYNX

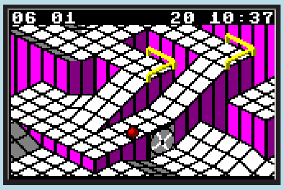


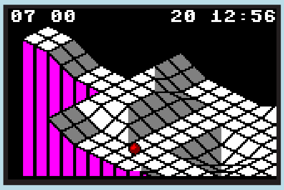
Marble Madness

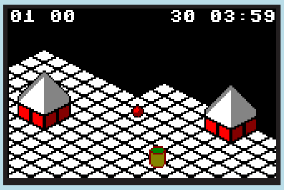
Developer	Matthias Domin
Release date	1999
Genre	Platformer, Racing
Mode	1 Player
Release	Download only
Download link	👍 OK

Marble Madness is a port of the 1984 Atari arcade game designed by Mark Cerny. The game is a platform game in which the player must guide a marble through courses, populated with obstacles and enemies, within a time limit.


01 00 16 04:04


06 01 20 10:37


07 00 20 12:56


01 00 30 03:59

Marlboro Man

Developer	Digital Image
Release date	1993 -
Genre	Racing
Mode	1 Player
Release	Download and Sold on cartridge
Download link	👍 OK

This is a reproduction version of the prototype version of 'Marlboro Go!'.

These carts pop up for sale from time to time and are in no way the originals that were distributed. The original carts were hand-etched PCBs and were individually numbered.

MARLBORO MAN
2M
1M
LYNX EPROM BOARD
ATARI
THIS SIDE DOWN
C104243-001 REV.5

Pounce!

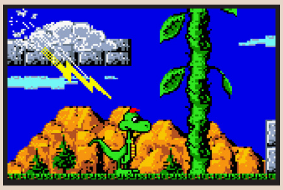
Developer	Atari
Release date	1992
Genre	Action
Mode	1 Player
Release	Sold on cartridge

The game is a platform and maze adventure in which players take the role of the Lock Ness Monster, a little green dragon named Pounce.

Pounce starts the game as a spinning marble and it's the players job is to guide him around the levels.

V61
LYNX
ACTION
POUNCE!

POUNCE ©COPYRIGHT 1992 ATARI CORP.



MegaPak Vol. 1

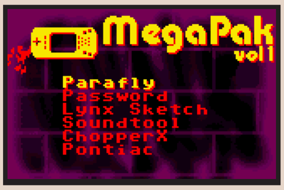
Developer	Karri Kaksonen & Carl Forhan
Publisher	Songbird Productions
Release date	2008, 2019
Genre	Compilation
Mode	1-8 Players
Release	Download and Sold on cartridge
Download link	👍 OK

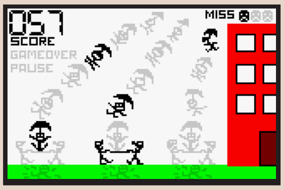
MegaPak Vol. 1 includes several games and tools for the Lynx. It includes games like ChopperX, Parafly, Password, Blackjack and High Roller, which supports 8 players by passing around the Lynx unit. it also includes a hidden game: the original Adventure text game by Scott Adams. Tool includes Sketch and Soundtool.

The 2019 re-release came on a 3D printed curved lip cartridge. The initial run consisted of 25 copies to gauge interest.

2008 Release

MegaPak 1
LYNX
An explosive pack of games and tools for your Lynx:
Parafly
Chopper X
High Roller
and more!
Songbird Productions
CF2010


MegaPak vol1
Parafly
Password
Lynx Sketch
Soundtool
ChopperX
Pontiac


057
SCORE
GAMEOVER
PAUSE
MISS

2019 Release

MegaPak 1
Songbird Productions
CF2010
LYNX

Mortal Kombat

Developer	New Generation
Publisher	Sillyventure2k19
Release date	2019
Genre	Fighter
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a homebrew port of Mortal Kombat which was released for the Sillyventure2k19 competition where it won 2nd place.

MORTAL
KOMBAT

Mortal Kombat II

Developer	Ethan C. Nobles
Publisher	Atari Times
Release date	2003
Genre	Miscellaneous
Mode	1 Player
Release	Download only
Download link	👍 OK

This was an April Fool's joke announcement by Atari Times. The ROM is just a slideshow of Mortal Kombat II screenshots.

MORTAL KOMBAT II
PRESS A TO START

PLAYER 1
99
PLAYER 2

Nyan Cat

Developer	vince
Release date	2012
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

Players take control of Nyan Cat who have to collect stars. For each star, they get a new color on the rainbow.

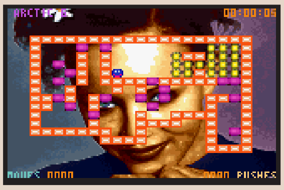
Not For
Sale

Push Around the World

Developer	Bjoern Spruck
Release date	2003
Genre	Puzzle
Mode	1 Player
Release	Missing

Push Around the World is a Sokoban clone. The goal is to push all the boxes onto the markers. Players can only push one box at a time. Pulling is also not possible.

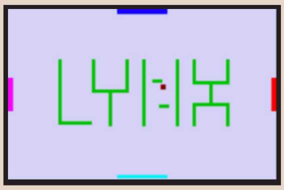
Push Around the World

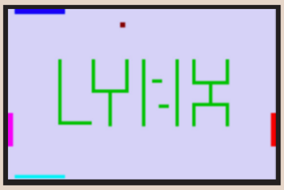

00:00:05
PUSHES

MultiPong 1k

Developer Bjoern Spruck
Release date 2002
Genre Action
Mode 1 Player
Release Download only
Download link 👍OK

MultiPong 1k is a 4-paddle single player version of pong made for the 1k Minigame Competition in 2002.

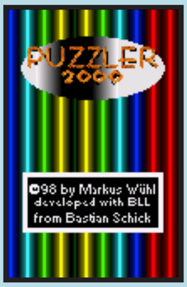


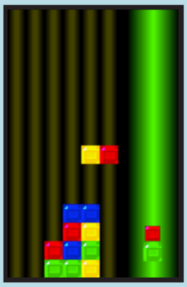


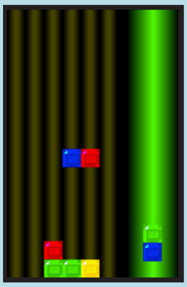
Puzzler 2000

Developer Markus Wuehl
Publisher Markus Wuehl
Release date 1998
Genre Puzzle
Mode 1 Player
Release Download only
Download link 👍OK

Puzzler 2000 is a Tetris clone for the Lynx. The game is played sideways on the console.


PUZZLER 2000
©98 by Markus Wühl
developed with BLL
from Bastian Schick

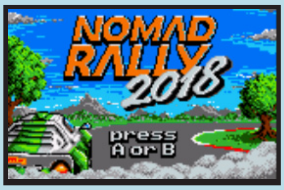


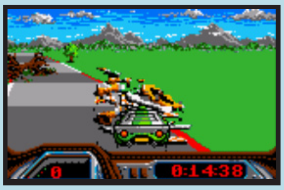


Nomad Rally 2018 Demo

Developer Jasper van Turnhout
Publisher Nomad Studio
Release date 2018
Genre Racing
Mode 1 Player
Release Download only
Download link 👍OK

This is a demo of a rally game which was in development by the creator of Wyvern Tales.

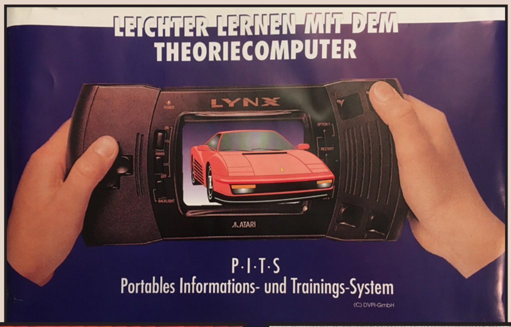

NOMAD RALLY 2018
press
A or B

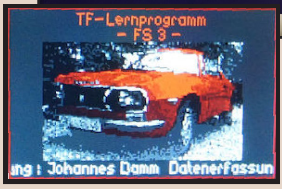


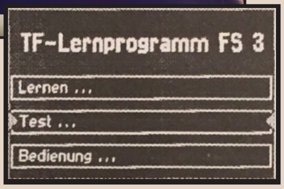
P.I.T.S. Driving School

Developer Bastian Schick
Publisher Deutsches VPi Team
Release date 1994
Genre Edutainment
Mode 1 Player
Release Sold on cartridge

P.I.T.S. ("Portables Informations und Trainings System") Driving School is built to represent a portable version of the Driving Theory Test and Highway Code in Germany. Users were presented a range of interactives, from questions and hazard perceptions to maneuver. This also included digital photographs of test scenarios too, all condensed down to fit on the Lynx's low resolution screen.


LEICHTER LERNEN MIT DEM
THEORIECOMPUTER
LYNX
P·I·T·S
Portables Informations- und Trainings-System


TF-Lernprogramm
- FS 3 -
ung : Johannes Damm Datenerfassun


TF-Lernprogramm FS 3
Lernen ...
Test ...
Bedienung ...

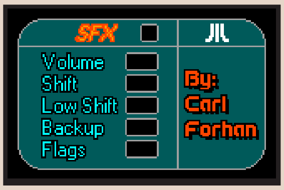
SFX

Developer	Carl Forhan
Publisher	Songbird Productions
Release date	1998, 2018
Genre	Tool
Mode	1 Player
Release	Sold on cartridge

SFX is a audio tool for the Atari Lynx first released in 1998 in a limited cartridge run by Songbird Productions, before being re-released in 2018.

SFX allow users direct control over the four audio channels available on the Lynx. It's purpose is to help hobby developers experiment with the Lynx's audio features in real time. Users can adjust volumes, frequencies, waveforms, and more.

The tool is not a full music synth, and does not allow one to chain a series of notes together to play a song.


SFX
Volume
Shift
Low Shift
Backup
Flags
By:
Carl
Forhan

SFX
The Ultimate Audio Tool
For the Atari
LYNX
Copyright © 1999 Songbird Productions. All rights reserved.
Songbird Productions

1998 Release

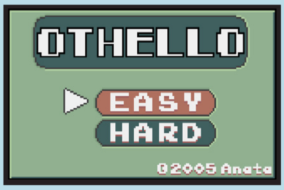
SFX™
The ultimate audio tool
Songbird Productions
CF2001
LYNX

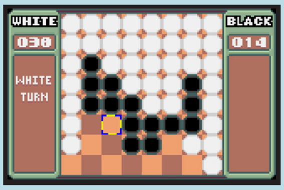
2018 Release

Othello

Developer	Anata
Release date	2005
Genre	Board
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a version of Othello for the Atari Lynx.

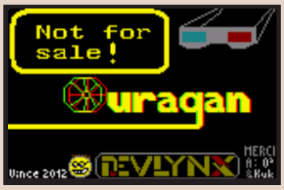

OTHELLO
EASY
HARD
©2005 Anata

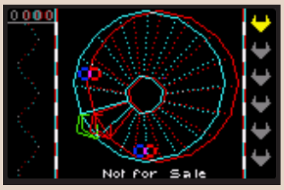

WHITE
030
BLACK
014
WHITE
TURN

Ouragan

Developer	Vince
Release date	2012
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

Ouragan (meaning hurricane in French) is an unfinished Tempest clone. It uses an anaglyphic display, so users need 3D (red/blue) glasses to play it properly.


Not for
sale!
uragan
Vince 2012
DEVLYNX
MERCI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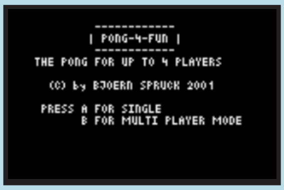
Not for Sale

Pong 4 Fun

Developer	Bjoern Spruck
Release date	2001
Genre	Action, Sports
Mode	1 (-4) Player(s)
Release	Download only
Download link	👍 OK

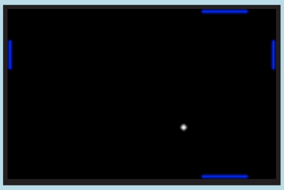
This is a pong game for up to four players. Each player gets one (three and four players) or two (two players) paddles in their color. In singleplayer mode players get all four paddles. The positions are randomly distributed.



```
   -------------
   | PONG-4-FUN |
   -------------
THE PONG FOR UP TO 4 PLAYERS

  (C) by BJOERN SPRUCK 2001

 PRESS A FOR SINGLE
       B FOR MULTI PLAYER MODE
```

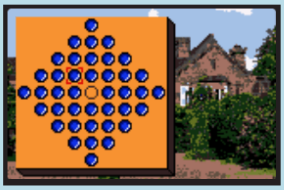


Peg Solitaire

Developer Jasper van Turnhout
Release date 2011
Genre Board
Mode 1 Player
Release Download only
Download link 👍 OK

Peg solitaire (or Solo Noble) is a board game for one player involving movement of pegs on a board with holes.

Peg Solitaire
English
European
Wiegleb
Asymmetric
Diamond

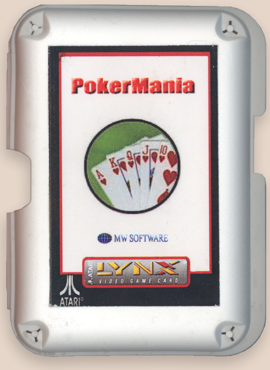


PokerMania

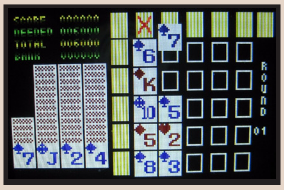
Developer Markus Wuehl
Publisher MW Software
Release date 2003
Genre Cards
Mode 1 Player
Release Sold on cartridge

This is basically the Poker Solitaire portion of the Atari 2600 game Casino or the game Poker Squ♠res ported to the Atari Lynx.

The object of the game is to place twenty-five cards out of fifty-two on a grid five rows wide and five rows deep to form the best poker hands possible, horizontally, vertically and diagonally. The better the poker hands, the more points are earned.


PokerMania
MW SOFTWARE
LYNX
ATARI

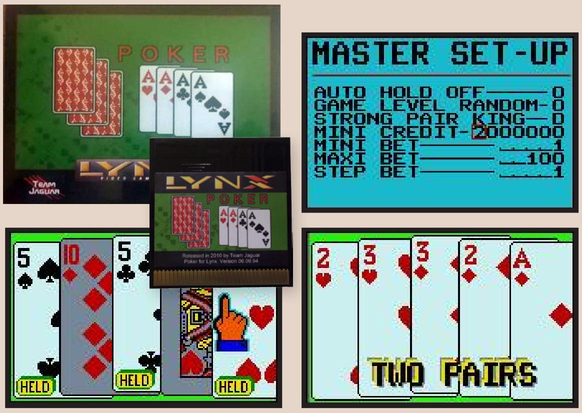
PokerMania



Poker

Developer Team Jaguar
Publisher Team Jaguar
Release date 2010
Genre Cards
Mode 1 Player
Release Sold on cartridge

Poker features large on-screen graphics, a variety of options, and an assortment of animation and sound effects.



MASTER SET-UP
AUTO HOLD OFF——0
GAME LEVEL RANDOM-0
STRONG PAIR KING—0
MINI CREDIT-2000000
MINI BET——1
MAXI BET——100
STEP BET——1

POKER
LYNX
Team Jaguar
HELD
HELD
HELD
TWO PAIRS

Poker 110 / Nezumi kun to POKER shiyouyo

Developer EXCEED, Pastel Spirits
Release date 2005
Genre Cards
Mode 1 Player
Release Download only
Download link 👍 OK

Poker 110, also referred to as Manga Poker, is a poker game.

The game also appears on the Mega Pak 1 cartridge.

ねずみくんと
ポーカーしようよ
VERSION 2005/7/7
PRESS A BUTTON
©2000,2005 PASTEL SPIRITS
MADE IN JAPAN

SCORE 0
NORM 4

Quadromania

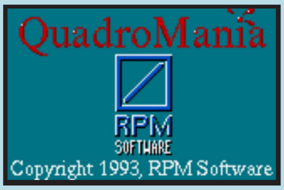
Developer	Robert Maidorn and Alex Thissen
Publisher	Luchs Soft
Release date	1993, 2019
Genre	Action, Puzzle
Mode	1 Player
Release	Sold on cartridge

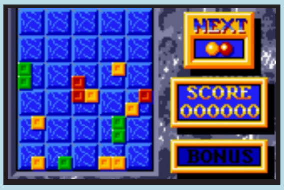
The goal of Quadromania is to line up four in a row to make them explode. Players can rotate the bombs as they fall down. When the stack reach the top it's game over.

The 1993 version of the game had a limited production run of around 20 cartridges, and had its packaging designed and made. However, this version was never released. Luchs Soft released the game in 2019 with extras such as a poster and a pin.

LYNX
QUADRO MANIA
QUADROMANIA
LYNX
VIDEO GAME CARD
A RPM Software Game

2019 version

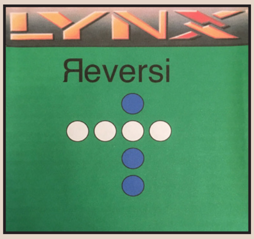

QuadroMania
RPM
SOFTWARE
Copyright 1993, RPM Software


NEXT
SCORE
000000
BONUS

Reversi

Genre	Board
Mode	1 (-2) Player(s)
Release	Sold on cartridge

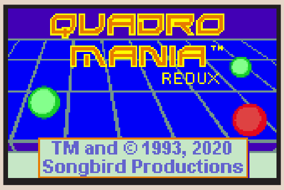
Reversi is a game based on the strategy board game of the same name. The goal of the game is to flip as many of the opponents coins per move.

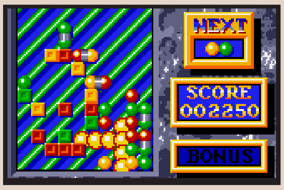

LYNX
Reversi

Quadromania Redux

Developer	Robert Maidorn and Alex Thissen
Publisher	Songbird Productions
Release date	2020
Genre	Action, Puzzle
Mode	1 Player
Release	Sold on cartridge

Quadromania Redux is an incarnation of the the homebrew version of Quadromania, professionally published by Songbird Productions and with a significant number of enhancements, including: A new boot screen, new music, more consistent controls, bug fixes, new level designs and retooled progression, new in-game backgrounds, a different scoring system which rewards multi-block chains and EEPROM support.

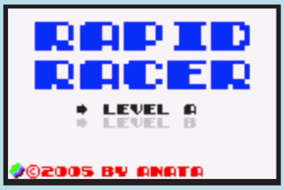

QUADRO
MANIA™
REDUX
TM and © 1993, 2020
Songbird Productions

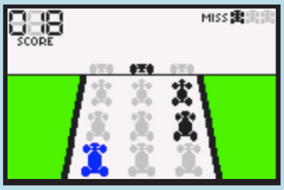

NEXT
SCORE
002250
BONUS

Rapid Racer

Developer	Anata
Release date	2005
Genre	Racing
Mode	1 Player
Release	Download only
Download link	👍 OK

Rapid Racer is a racing game where the goal is to dodge other cars. The game emulates the look of an LCD display style game.


RAPID
RACER
LEVEL A
LEVEL B
©2005 BY ANATA



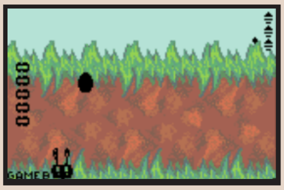
RabbiLynx

Developer	Matmook
Release date	2016
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

RabbiLynx is a “LCD-style” game where the player, as a rabbit, needs to catch eggs that are being thrown at him.

The game won 3rd in the Atari Connexion 2016 Speed-Coding Contest Competition.

RIGC
AC2016
MATMOOK
Thanks to Vince, Godzil and Fadest for their support !! ;)



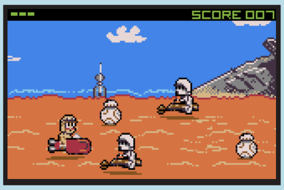
Reiko’s Robot Run

Developer	Sampo Rintanen
Publisher	White Lynx
Release date	2017
Genre	Action
Mode	1 Player
Release	Sold on cartridge

Reiko’s Robot Run is a endless runner where players take the role of Reiko who have to collect robots while avoiding storm sweepers.

This game was included as an additional game on the Always winter, never Christmas game cart.

REIKO'S ROBOT RUN
BY SAMPO RINTANEN
SPECIAL THANKS TO:
KARRI, SAGE, TONMA
AND LX.NET
Highscore:000
GREETINGS TO EVERYONE IN THE
LYNX SCENE ON ATARIAGE



Raiden

Developer	BlueSky Software
Publisher	Telegames
Release date	1997, 2018
Genre	Shooter
Mode	1 Player
Release	Sold on cartridge

Raiden is a 1990 vertically scrolling shooter originally developed by Seibu Kaihatsu and published by Tecmo for arcade.

The Lynx version was developed by BlueSky Software and launched for the Atari Lynx across North America and Europe in 1997 by Telegames. It was only available through direct order and a few select retailers.

The game’s story takes place in the year 2090, when an alien species known as the Crystals invaded Earth. Players assume the roles of the Vanquish Crystal Defense pilot duo, taking control of two state of the art Fighting Thunders aircraft to defeat the Crystals and save the Earth.

In each stage, the player maneuvers the Fighting Thunder craft, engaging various enemies and avoiding their attacks. The players ship features two forms of weapon upgrades and two types of missiles (normal or homing). Players start the game with several bombs which they can use to destroy most enemies on the screen to get themselves out of a jam. Each level ends with a large boss or bosses.

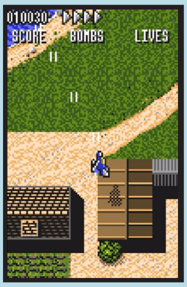
RAIDEN
LYNX
ATARI

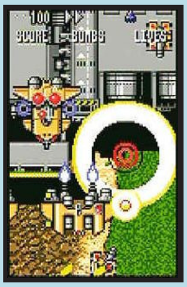
ATARI
LYNX
RAIDEN
TELEGAMES

2018 Release

1997 Release

Release 3
CES Version
RAIDEN ™
©1990 FABTEK, INC. –
Seibu Kaihatsu, Inc.
Licenced to Atari Corp.

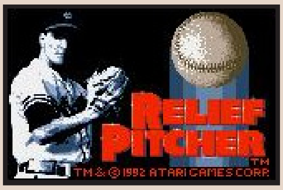


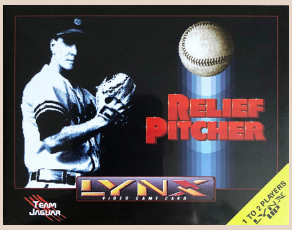


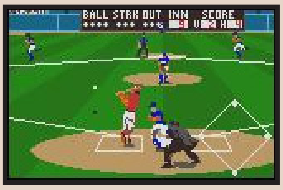
Relief Pitcher

Developer	Team Jaguar
Publisher	Buddybuddies and JimmyCDi
Release date	2010
Genre	Sport
Mode	1 (-2) Player(s)
Release	Sold on cartridge

Relief Pitcher is a baseball game were players can play against another player or against the computer.


RELIEF PITCHER
TM
TM & © 1992 ATARI GAMES CORP.


RELIEF PITCHER
LYNX
TEAM JAGUAR
1 TO 2 PLAYERS


BALL STRK OUT INN SCORE

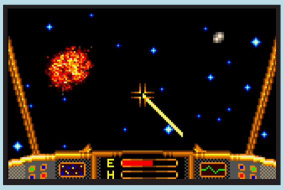
Remnant Planar Wars 3D

Developer	Songbird Productions
Publisher	Songbird Productions
Release date	2000, 2018
Genre	Shooter
Mode	1 Player
Release	Sold on cartridge

Remnant is a space combat game set in a pseudo-3D environment with X,Y scrolling background, were players must fight off endless waves of invaders.

REMNANT
PLANAR WARS 3D
Explosive 3D space combat action! Fight off endless waves of UFOs, meteors, and more!
Songbird
LYNX
REMNANT

REMNANT™
PLANAR WARS 3D
Copyright © 2000 Songbird Productions. All rights reserved.



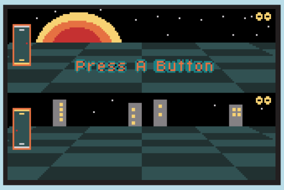
Silly Blaster

Developer	Fadest
Release date	Sillyventure2k19
Genre	Sports
Mode	(2) Player(s)
Release	Download only
Download link	👍 OK

Silly Blaster is a futuristic sport for 2 players. The goal is to push the ball into opponent's goal. The game is only playable via Comlynx.

Silly Blaster won 7th plane in the Sillyventure2k19 Game Competition.

Silly Blaster
Player 1
Press A Button

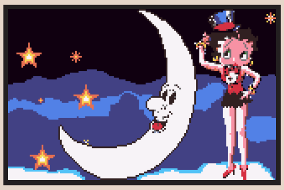

Press A Button

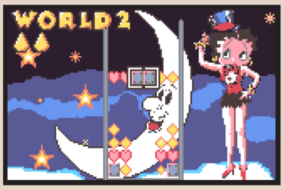
SillySis

Developer	Karri Kaksonen
Release date	Sillyventure2k19
Release date	2019
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

SillySis is a tile-matching game with the theme of early 1930's cartoons. The goal is to get 4 or more gems in a row to make them disappear.

SillySis won 8th place in the Sillyventure2k19 Game Competition.





Scroll of the Time Lords - Lovejoy Prologue

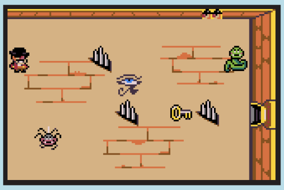
Developer	Sampo Rintanen
Publisher	Sillyventure2k19
Release date	2019
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Players control an adventurer who have found the secret scroll of the time lords, but the torches he have left along the way are going out.

Players can briefly see the level at the start of a level before the torch goes out. They must avoid enemies, collect the key and find the door to get out of the darkness.

The game won 5th place in the Sillyventure2k19 Game competition.

LOVEJOY PROLOGUE
Scroll of the Time Lords
BY SAMPO RINTANEN
SILLY VENTURE 2019
GREETINGS TO EVERYONE IN
THE LYNX SCENE ON ATARIAGE
SPECIAL THANKS TO KARRI KAKSONEN

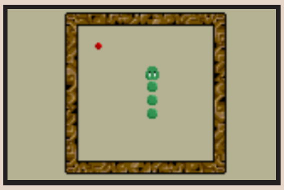


Snake

Developer	Cooper
Release date	2007
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

Snake is a version of the Snake game genre.

The game is not complete.



Shaken, not stirred

Developer	Karri Kaksonen
Publisher	White Lynx
Release date	2014, 2018
Genre	Action-adventure
Mode	1 Player
Release	Download and Sold on cartridge
Download link	(2018 eJagFest Edition) 👍 OK

Shaken, not stirred is an action adventure game where players take the role of a secret agent with the goal of saving the world by disarming a bomb that are 10 minutes from detonating. In order to find and get information of the bomb, players will need to visit heavily guarded places like a casino, a garage, a warehouse, among other places.

The game feature several different gaming mechanics, like a driving stage and the ability to use GPS/autopilot. Visiting locations and using binoculars to scout out the place. Fighting. Getting clues. And disarming the bomb. Players can also get help from Penny if they get wounded.

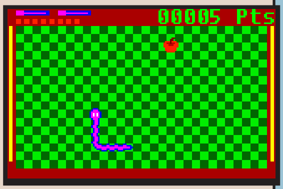
ATARI
LYNX
TM
Shaken Not Stirred
Copyright ©2014 Karri Kaksonen
An ATARI LYNX Rogue-like Game

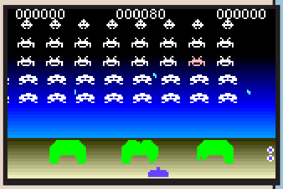
EJAGFEST
LYNX
TM
Shaken Not Stirred
Copyright © 2018, Karri Kaksonen
White Lynx productions

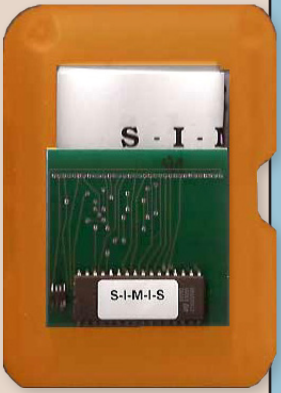
S.I.M.I.S.

Developer	Bastian Schick & Matthias Domin
Release date	1998
Genre	Compilation
Mode	1 (-2) Players
Release	Sold on cartridge

S.I.M.I.S. is an acronym for the names of the games and items on the card;







SnakeByte
SnakeByte follow the same video game concept as the Snake game mobile series, where the player maneuvers a line which grows in length, with the line itself being a primary obstacle. In later levels, players also have objects in the playing field to also avoid.

Invaders
This is a Space Invaders clone. The goal is to defeat wave after wave of descending enemies with a horizontally moving laser to earn as many points as possible.

Mines
This game is very similar to the game Minesweeper. Players must make their way across a room, from the upper left to the lower right. There are hidden mines in the room. Players must use a mine detector to see how many mines are one step away from them. Players must use a detonator to destroy all mines one step away. Players must also take time into consideration as there is a time limit.

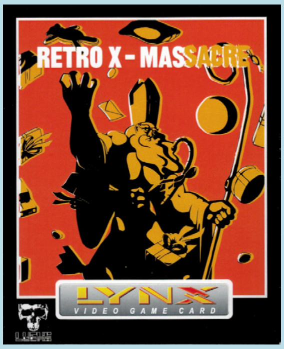
Isolation
The playing area in an eight by six area of tiles. Players can move one step in any direction then once they move, they must remove a tile from around them. The player and their opponent do this, alternatively, until one of them has nowhere to move and is the loser.

Specials
This is four playable game demos that the authors had in development.

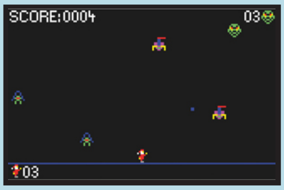
Retro X-MASsacre

Developer	Luchs Soft
Publisher	Luchs Soft
Release date	2018
Genre	Shooter
Mode	1 Player
Release	Sold on cartridge

Players take control of Santa Claus who must battle the Grinch's evil minions.



RETRO X - MASSACRE

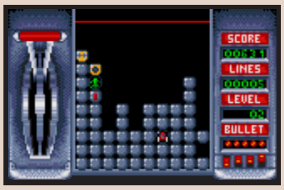


Raid on TriCity

Developer	Fadest
Release date	2020
Genre	Puzzle, Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

Raid on TriCity is a shooter were players need to shoot falling Tetris bricks as they drop. The main goal is to make lines, like in regular Tetris.

RAID ON TRICITY
SCORE
LINES
LEVEL
BULLET



Silas Adventure

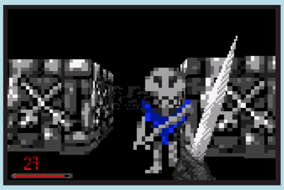
Developer	KK/Altair
Publisher	Sillyventure2k19
Release date	2019
Genre	Action-adventure
Mode	1 Player
Release	Download only
Download link	👍 OK

Silas Adventure is a 3D dungeon crawler for the Lynx. Players take control of a character who wakes up in a dungeon with a sword and memory loss.

Players move around the levels, usually mazes of some sort, gather their surroundings and fight creatures. Sometimes they run across a friendly NPC that will offer tips, cryptic advice, or services (such as an Inn, armory, etc.). There are many enemies, a couple of different themed areas to explore and character upgrades to collect.

The game won 1st place in the Sillyventure2k19 Demo Competition.

SILAS
ADVENTURE



Stardreamer

Developer	Karri Kaksonen
Publisher	White Lynx
Release date	2002
Genre	Action
Mode	1 Player
Release	Missing

Stardreamer is a open world game with a storyline and an objective. Players can choose to be an honest trader, a space explorer or a space pirate.

0
Population 12334
FRONT
HULL
REAR
THRUST
FUEL

FRONT
HULL
REAR
THRUST
FUEL

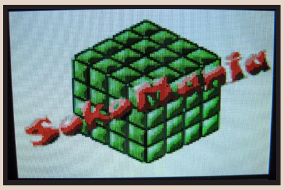
SokoMania

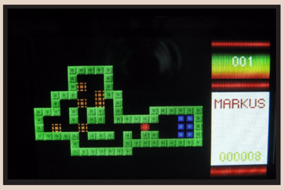
Developer	Markus Wuehl
Publisher	MW Software
Release date	1999
Genre	Puzzle
Mode	1 Player
Release	Sold on cartridge

Sokomania is a strategy puzzle game. The object is to push boxes to their destination in a warehouse.

The game was packaged in both an Orange and White Capsule box.

SokoMania
MW SOFTWARE
a hobbyprogrammer's project
(c)1999 Markus Wuehl




001
MARKUS
000008

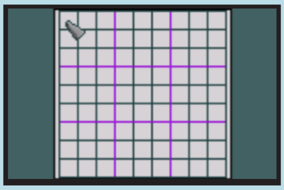
Sudoku

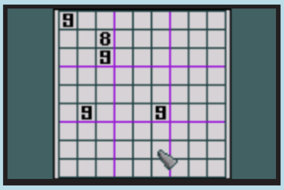
Developer	Cooper
Release date	2007
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a version of the logic-based, combinatorial number-placement puzzle, Sudoku, for the Lynx.

The goal of Sudoku is to fill a 9×9 grid with numbers so that each row, column and 3×3 section contain all of the digits between 1 and 9.

The game is incomplete.





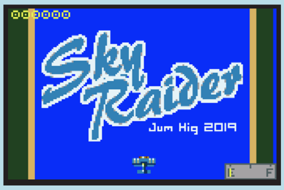
Sky Raider

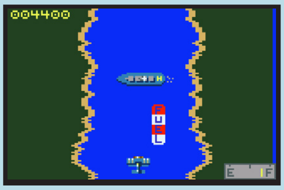
Developer	Team Jum
Publisher	Atari Gamer
Release date	2019
Genre	Shooter
Mode	1 Player
Release	Download only
Download link	👍 OK

Players must destroy the military of the evil Bungeling empire by launching a surprise attack up the Bungeling river.

While racing down the river players must avoid crashing into obstacles, shoot enemies and watch out for their fuel consumption.

This game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.

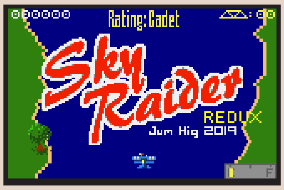


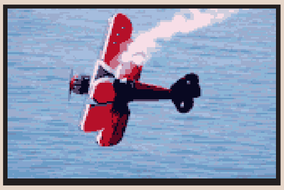


Sky Raider Redux

Developer	Team Jum
Publisher	Songbird Productions
Release date	2020
Genre	Shooter
Mode	1 Player
Release	Planned to be sold on cartridge

Sky Raider Redux is an incarnation of the homebrew version of Sky Raider, published by Songbird Productions and with a significant number of enhancements, including: Better controls and biplane animation. Enhanced enemy graphics and behaviours. Redesigned level progression. Speed run bonus. All-new music and EEPROM support.
The game is in development and not yet released at this time.



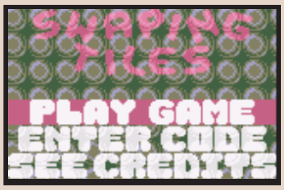


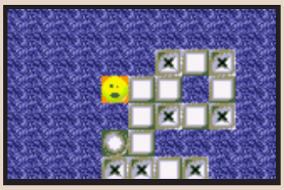
Swaping Tiles

Developer	Cooper
Release date	2007
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Swaping Tiles is a remake of a Public Domain Atari ST Game. The game is a puzzle board game where players swap the tiles to make the sequence of tiles of the same color to eliminate them.

Some tiles and the level maps from the original game are missing.



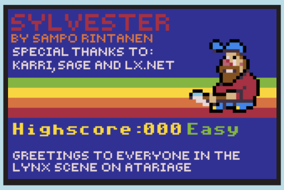


Sylvester the Lumberjack

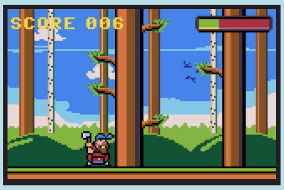
Developer	Sampo Rintanen
Publisher	White Lynx
Release date	2018
Genre	Action
Mode	1 Player
Release	Sold on cartridge

This is a mini-game bundled on the Shaken, not stirred 2018 eJagFest Edition cartridge.

In the game, players must help Sylvester the Lumberjack to chop down a giant tree. Players must dodge the falling branches overhead.



BY SAMPO RINTANEN
SPECIAL THANKS TO:
KARRI,SAGE AND LX.NET
Highscore:000 Easy
GREETINGS TO EVERYONE IN THE LYNX SCENE ON ATARIAGE

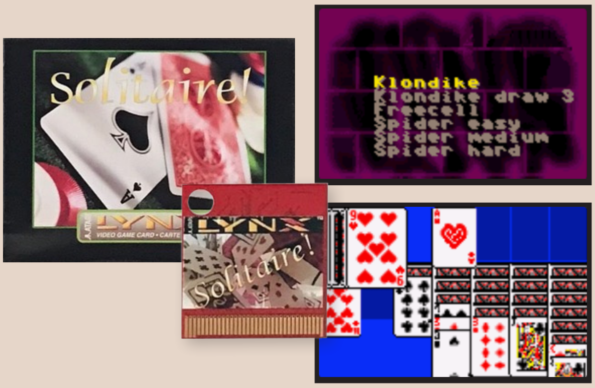


Solitaire!

Developer	Karri Kaksonen
Publisher	White Lynx
Release date	2009
Genre	Cards
Mode	1 Player
Release	Download and Sold on cartridge
Download link	👍 OK

Solitaire! contains three different Solitaire games: Klondike Solitaire - with both single card and three card variations, Spider Solitaire - with three skill levels, and Free Cell.

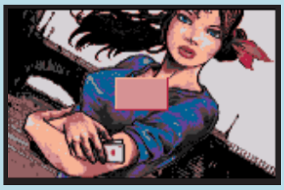
Winning games earns players coins, giving them access to the jukebox with different songs to choose from.

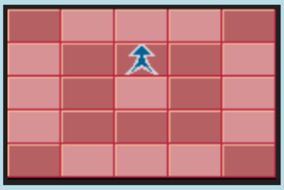

Solitaire!
LYNX
Klondike
Klondike draw 3
Freecell
Spider easy
Spider medium
Spider hard

Teen Dance

Developer	Fadest
Release date	2010
Genre	Rhythm game
Mode	1 Player
Release	Download only
Download link	👍 OK

Teen dance is a music rhythm mini-game. Players must press the direction or the button displayed within the allotted time. If they press the correct button in time, the color of the box becomes brighter or the box disappears to reveal the background image.





Space Battle

Developer	Harry Dodgson
Publisher	Luchs Soft
Release date	2019
Genre	Shooter
Mode	1 (-8) Player(s)
Release	Sold on cartridge

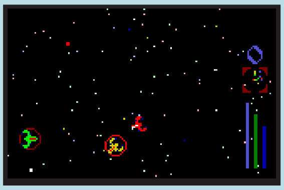
Space Battle is a space shooter similar to Asteroids where players try to shoot each other down. This game was made to be played as a multi-player game but it is also possible to be played single player.

The game was one of Harry Dodgsons Prototypes and was first showcased and played at the CGE2K.

The boxed game came with a manual, poster and lapel pin.

A GAME BY HARRY DODGSON
SPACE BATTLE
LYNX
VIDEO GAME CARD
1 TO 8 PLAYERS

Space Battle
Beta Test Version 1

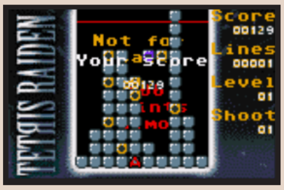


Tetris Raiden

Developer	Fadest
Release date	2011
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

Tetris Raiden is similar to Raid on TriCity, were players need to shoot falling Tetris bricks. The main goal is to make lines, like in regular Tetris.

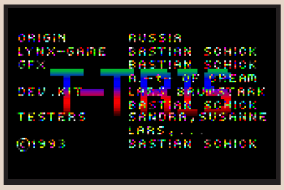
TETRIS RAIDEN
CODE: FADEST
GFX: GREGG
MUSIC: SAMPO


TETRIS RAIDEN
Score
00129
Lines
00001
Level
01
Shoot
01

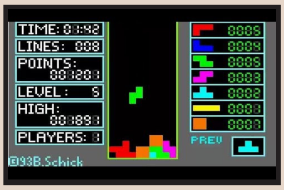
T-Tris

Developer	Bastian Schick
Release date	1993
Genre	Puzzle
Mode	1 (-8) Player(s)
Release	Sold on cartridge

T-Tris is a Tetris clone.



```
ORIGIN        RUSSIA
LYNX-GAME     BASTIAN SCHICK
GFX           BASTIAN SCHICK
              A.-C. OF CREAM
DEV.KIT       LARS BAUMSTARK
              BASTIAN SCHICK
TESTERS       SANDRA,SUSANNE
              LARS,...
©1993         BASTIAN SCHICK
```

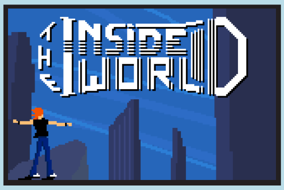


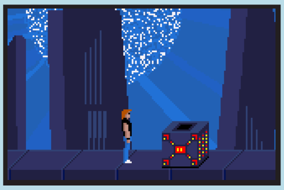
The Inside World

Developer	KrakenDev
Developer	Atari Gamer
Release date	2019
Genre	Action, Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

The Inside World is a action puzzle game were the player-character must escape from prison with the help of a laser gun.

This game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.

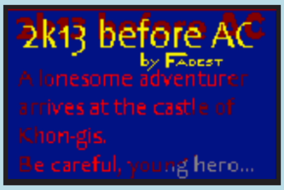




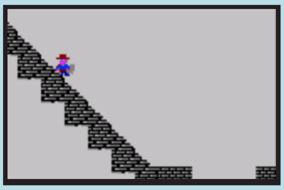
The Castle of Khon-gis

Developer	Fadest
Release date	2013
Genre	Adventure
Mode	1 Player
Release	Download only
Download link	👍 OK

The goal of the game is to enter the castle of Khon-gis, find the hidden treasures and find the exit.



2k13 before AC
by Fadest
A lonesome adventurer arrives at the castle of Khon-gis.
Be careful, young hero...



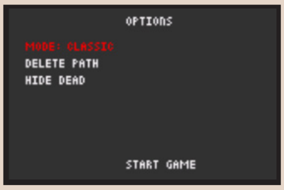
Tron 6 Fun

Developer	Bjoern Spruck
Release date	2001
Genre	Action
Release	1 (-6) Player(s)
Release	Download only
Download link	👍 OK

Tron 6 Fun is a clone of the 1982 arcade game, Tron, for up to six players. The game is inspired by the events of the movie Tron.

The game is a variant of the Snake game concept, the player rides a Light Cycle in an arena against other players. The objective is to force the opponents into walls and jet trails, while simultaneously avoiding them.

The game includes two game-modes; Classic - Where players can only turn in straight angles. TSCC - Where players can turn with curves.

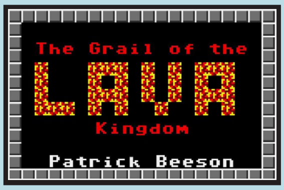


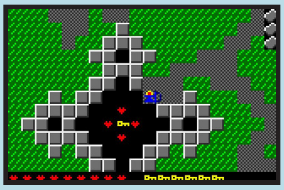
OPTIONS
MODE: CLASSIC
DELETE PATH
HIDE DEAD
START GAME

The Grail of the Lava Kingdom

Developer	Patrick Beeson
Release date	2016
Genre	Adventure
Mode	1 Player
Release	Download only
Download link	👍 OK

In The Grail of the Lava Kingdom, players explore the lands of the Lava Kingdom, collect keys and escape monsters, with the ultimate goal of finding the Grail.


The Grail of the
LAVA
Kingdom
Patrick Beeson

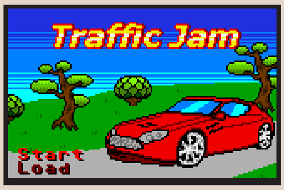


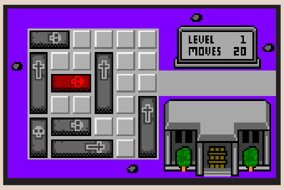
Traffic Jam

Developer	Jasper van Turnhout
Release date	2012
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

This is a sliding block puzzle game based on the board game Rush Hour.

The goal of the game is to get only the red car out through the exit of the board by moving the other vehicles out of its way. However, the cars and trucks obstruct the path which makes the puzzle even more difficult.

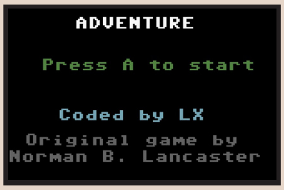

Traffic Jam
Start
Load

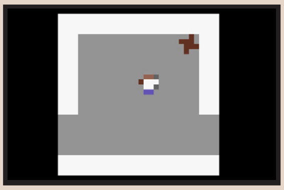

LEVEL 1
MOVES 20

Tiny Lynx Adventure

Developer	Alex Thissen
Release date	2012
Genre	Action-adventure
Mode	1 Player
Release	Download only
Download link	👍 OK

Tiny Lynx Adventure is an action-adventure were the goal is gain access the Black Castle and defeat the enemy. Along the way, players will travel through a forest and desert in search of items to help them advance in the game.


ADVENTURE
Press A to start
Coded by LX
Original game by
Norman B. Lancaster

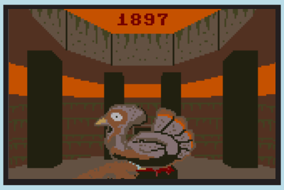


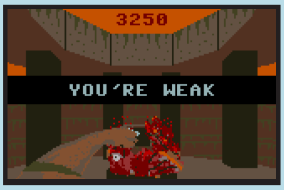
Turkey Puncher 3: Hyper Punching

Developer	Igor Kromin
Publisher	Atari Gamer
Release date	2019
Genre	Action
Mode	1 Player
Release	Download only
Download link	👍 OK

This game was released as an April Fool's joke in 2019.

Players must punch their way through countless turkeys of doom and save humanity. The objective of the game is to get as many high score streaks as possible in a row. They will be judged by how fast they dispatch each turkey. The only controls are the "A" button.




3250
YOU'RE WEAK

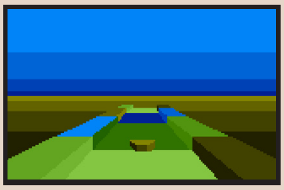
Undergrounders

Developer VladR
Publisher Atari Gamer
Release date 2019
Genre First-person shooter
Mode 1 Player
Release Download only
Download link 👍 OK

Undergrounders is a first-person shooter set in a post-apocalyptic environment. There are RPG elements (experience, levelling, stats, armor, etc.) and the game is spread across 25 levels. The enemies are radioactive - they don't shoot but do damage the closer the player get to them.

This game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.

UNDERGROUNDERS
©2019 JaguarVladR



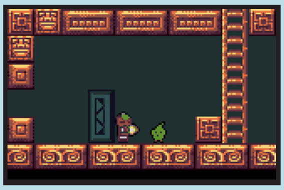
YNXA

Developer Yastuna
Publisher Atari Gamer
Release date 2019
Genre Platformer
Mode 1 Player
Release Download only
Download link 👍 OK

The goal of the game is to complete the prologue by gaining abilities and powers, travel through 8 paths, and complete the end level.

The game was submitted as an entry into the Atari Lynx 30th Birthday Programming Competition.

YNXA
New Game
Continue
Code : Fadest
Music : Romu
Graphics : Kronbits + Elthen



Wyvern Tales

Developer Jasper van Turnhout
Publisher Nomad Studio
Release date 2018
Genre Role-playing
Mode 1 Player
Release Sold on cartridge

Wyvern Tales is a JRPG developed single-handedly by Jasper van Turnhout and published under his Nomad Studio imprint. It was in development since 2012 before being released in 2018.

The game is set on The Island of Trials where three Heroes - Arth, Deri and Mori who have come together by fate have to face the Trial of Gods.

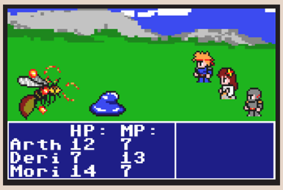
Each of the heroes has different strengths, with Arth as the leader, Deri as the magician and Mori as something of an all-rounder. Battles are turn-based and handles much like they were in the Final Fantasy franchise. Enemies increase in number and difficulty as the game progress. When defeated, players will be rewarded with XP and money (and maybe some equipment). There are towns that will offer shops for players to purchase, or sell, items and other supplies.

The game also have a save feature that lets players continue their game at a later stage. Something that was not used during the official days of the Lynx.

The game came in an original looking Lynx box and with a game manual.

wyvern tales
LYNX
VIDEO GAME CARD
遊牧民
NOMAD

wyvern tales
New game
Load
©2017 Jasper van Turnhout


HP: MP:
Arth 12 7
Deri 7 13
Mori 14 7

Weltenschlächter

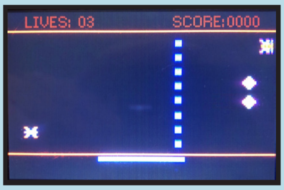
Developer	Luchs Soft
Publisher	Luchs Soft
Release date	2016, 2017
Genre	Shooter
Mode	1 Player
Release	Sold on cartridge

Players control a fighter plane who must shoot at everything crossing their path, as well as the mother ship in order to get to the next level. The game feature randomly generated variations of enemies.

2016 Release

LUCHS SOFT PRESENTS
WELTENSCHLÄCHTER

WELTENSCHLÄCHTER
INSERT COIN
TM AND (c)1980 LUCHS SOFT

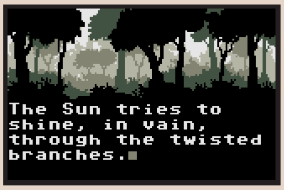

LIVES: 03
SCORE:0000

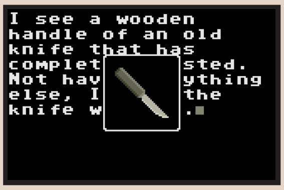
Unseen

Developer	Marcin Siwek
Publisher	Luchs Soft
Release date	2018
Genre	Text-adventure
Mode	1 Player
Release	Sold on cartridge

Unseen is a text adventure developed exclusively for the Lynx. The player find themselves with amnesia and lost in the forest. They must seek their way out of the forest maze. Players must search for answers using multiple game choices.

UNSEEN
LYNX
VIDEO GAME CARD
A MARCIN SIWEK GAME


The Sun tries to shine, in vain, through the twisted branches.


I see a wooden handle of an old knife that has complet sted. Not hav ything else, I the knife w .

Xump - The Final Run

Developer	Nop90
Publisher	Retroguru
Release date	2019
Genre	Puzzle
Mode	1 Player
Release	Sold on cartridge

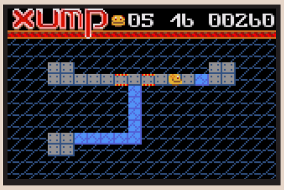
Xump - The Final Run is a simple multi-platform puzzler by Retroguru. Initially released by Psilocybin Development in 2005 the game has been improved in almost every aspect for the Lynx. New graphics, new levels, new music, new options, among other things.

Players must help Holger to clean up deserted space fields. As this is a very dangerous task for a human being a headbot named Xump will be the one who has to do the work.

The main task is to clean all dissolving tiles on several single-screen levels by simply stepping on them, one by one. Few fields are secured with mines and need a double tap. Mines can be blown up when passing by or disarmed by Xump when staying on this specific field for a short moment.

LYNX
xump
the final run

xump
the final run
NEW GAME
- CONTINUE -
HISCORES
JUKE-BOX
XUMP -THE F


xump 05 16 00260

Yastuna Volume 1 -
The Alchemy of Cubes

Developer	Fadest
Publisher	Retro-gaming Connexion (2006), 16/32 Systems (2008), LynxMan (2015), Luchs Soft (2017),
Release date	2006, 2008, 2015, 2017
Genre	Puzzle, Compilation
Mode	1 Player
Release	Sold on cartridge

Yastuna 1: The Alchemy of Cubes is a compilation of six predominantly puzzle-oriented games:

Attack: A take on Tetris, but with a twist.

Buildings: Sudoku with buildings and their sizes.

Merlain's Quest: Players must help a wizard to find all his attributes. (It is possible to find the secrets of Yastuna 1).

Push: Players must push a tower off the grid, if the sum is less than 6 the last 2 towers will sum up, if the sum is equal to 6 players get 5 points.

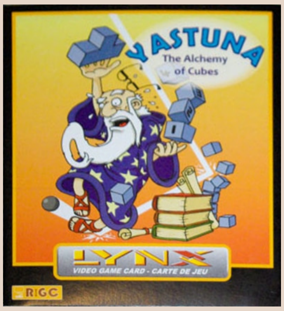
Tetrisnoid: A Breakout game combined with a Tetris game.

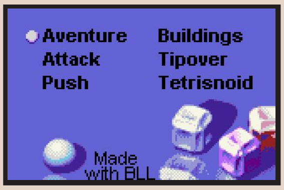
Tipover: Players control a ball and must move it from building to building, but buildings will fall. The goal is to reach the target.

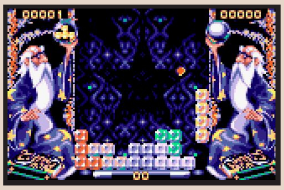
Luchs Soft Release

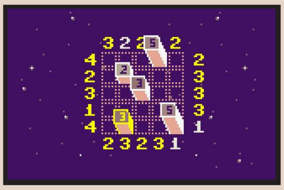
Yastuna
THE ALCHEMY OF CUBES
LYNX
VIDEO GAME CARD
A FADEST GAME

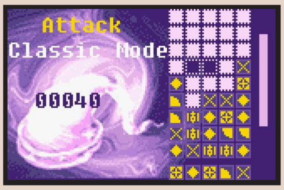
Retro-gaming Connexion Release


YASTUNA
The Alchemy of Cubes
LYNX
VIDEO GAME CARD - CARTE DE JEU
RGC


Aventure
Buildings
Attack
Tipover
Push
Tetrisnoid
Made with BLL


00001
00000




Attack
Classic Mode
00040

Yastuna Volume 2 -
The Space Incident

Developer	Fadest
Publisher	Retro-gaming Connexion (2008), 16/32 Systems (2008), LynxMan (2015), Matashen (2008),
Release date	2008, 2015
Genre	Compilation
Mode	1 Player
Release	Sold on cartridge

Yastuna 2: The Space Incident contain four games:

Space Dance: A dance game with music from Sampo.

Space Domino: A 1 player domino game.

Space Lock: Players must bring the red and white ship to the middle point of the screen. They can select and move every ship, but once in movement ship will only stop when blocked by another ship. A ship cannot leave the screen area, or it will be lost in the vast space. The game is inspired by Lunar Lockout.

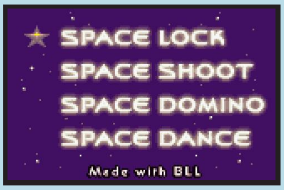
Space Shoot: Players control a ship and must fight against never-ending enemy waves.

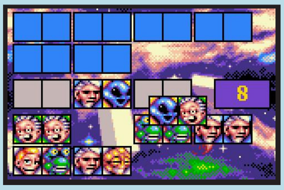
Retro-gaming Connexion Release

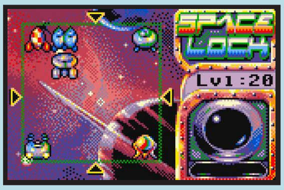
YASTUNA 2
>> SPACE INCIDENT <<
LYNX
VIDEO GAME CARD - CARTE DE JEU
RGC

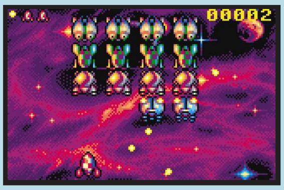
16/32 Systems Release

YASTUNA 2
The Space Incident
LYNX
VIDEO GAME CARD
ATARI

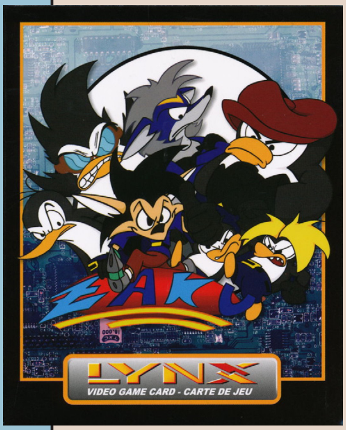

SPACE LOCK
SPACE SHOOT
SPACE DOMINO
SPACE DANCE
Made with BLL




SPACE LOCK
Lvl:20

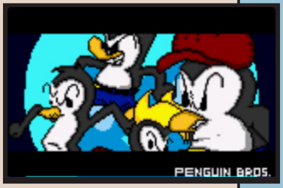


Zaku



Developer	PenguiNet
Publisher	Super Fighter Team
Release date	2018
Genre	Shooter
Mode	1 Player
Release	Sold on cartridge
Download link	(DEMO) 👍 OK

ZAKU
©2003 SUPER FIGHTER TEAM



Zaku is a homebrew scrolling shooter. Taking place on a futuristic setting where Captain Bran and his minions plan to oversaturate the worldwide market with poor quality software using the “Rarity 9” programming tool, players assume the role of the titular character in an effort to retrieve the stolen tool from Bran.

The game is reminiscent of Air Zonk, where players take control of the titular character through sixteen stages across five worlds, each with a boss that must be fought to retrieve the “Rarity 9” programming tool from Captain Bran. Zaku can charge her shots to fire a more powerful attack. Charging longer causes Zaku to activate a force field capable of damaging enemies. Zaku is also equipped with rear thrusters to attack enemies from behind. Unlike other scrolling shooters, there are no power-ups to acquire besides capsule-shaped items. Zaku can sustain a number of hits before her health depletes and the game is over but players can choose to continue playing after dying.

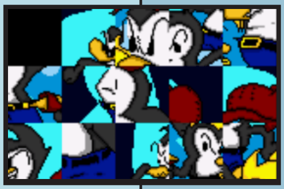
Zaku was the creation of programmer Osman Celimli, who started development of the project in 2003 at the age of 14 working at PenguiNet. Both Celimli and PenguiNet wanted to make a game for a handheld game console, initially targeting the Game Boy for development but focus was shifted towards the Atari Lynx instead due to the former platform’s lack of documentation and programming tools, while the Lynx had an already established homebrew community.

Zaku was created in France over a six-year period using an official Lynx development kit, consisting of an Amiga 2000, as well as Microsoft’s Paint and Notepad programs for pixel art and coding respectively, among other tools. Environments and enemies were first designed as hand-drawn sketches before being transposed to pixel graphics.

Zaku received positive reception from reviewers since its initial release. Heiko Poppen of German website neXGam noted the game’s comical plot, controls, graphics and music as positive points but criticized various design aspects. Olivier Blaszczyk of Pockett Videogames praised the presentation, visuals, audio and gameplay but noted the short length to be the title’s only negative point.

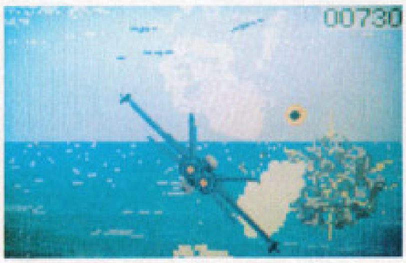
Zaku Puzzle

Developer	Rygar
Genre	Puzzle
Mode	1 Player
Release	Download only
Download link	👍 OK

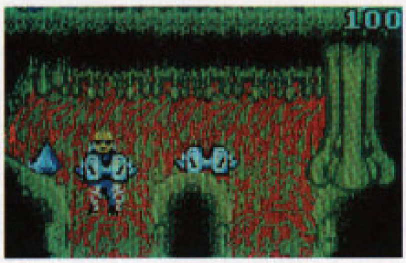


Zaku Puzzle is a simple puzzle to celebrate the development of Zaku. Players move pieces around to put them into the correct order to complete the image.

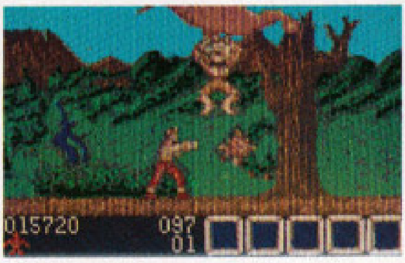
The Followin
Be Too Graph



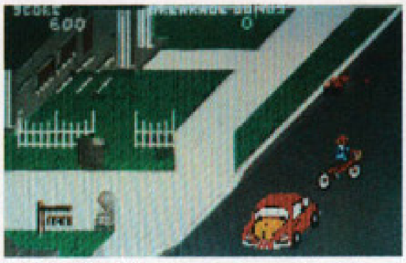
Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with **BLUE LIGHTNING.**



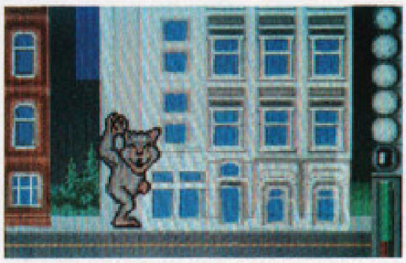
After dinner, you can always battle maggots, blood-flies and drools in the dangerous 8 player game – **SLIME WORLD.**



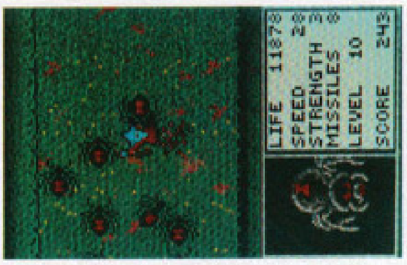
RYGAR, *the 2 player arcade hit that pits you against ferocious beasts, hideous demons or worse, your best friend.*



PAPERBOY. *Fling papers at non-subscribers, race your bicycle on people's lawns — in other words, the ultimate afterschool job.*



RAMPAGE. *Become a 60 ft. beast, demolish buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.*



Encounter loathsome beings. Escape from horrible creatures. It's you against the evil empire in the game of **GAUNTLET.**

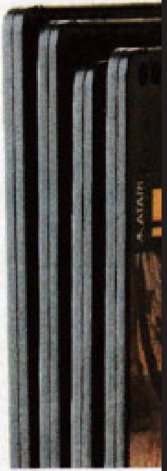
Warm up the brain cells. Condition those fingers. Break out the antacid.

The new Lynx cartridges are here.

Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.

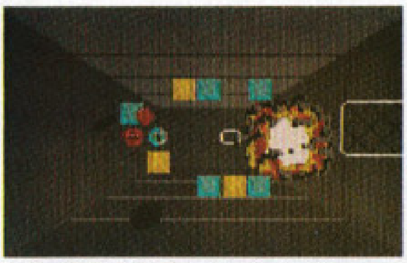
And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color video game system.

With its totally unique 16 bit graphics engine,

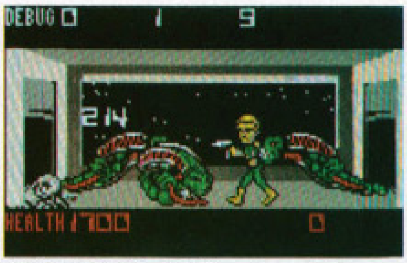


Blue Lightning, Slime World, Zarlor Mercenary™ Epyx, Inc. Xenophobe, Rampage™ Bally Manufacturing Co. Klax, Paperboy, Gauntlet, Road Blaster™

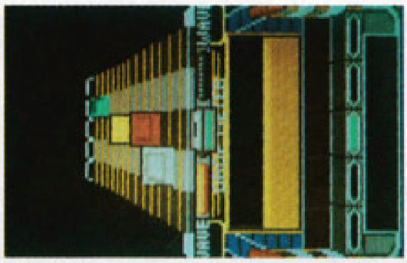
g Scenes May
ic For Adults.



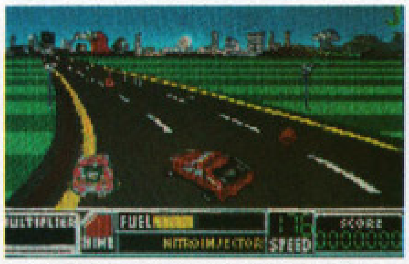
ROBO SQUASH. *The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three splats and you're out.*



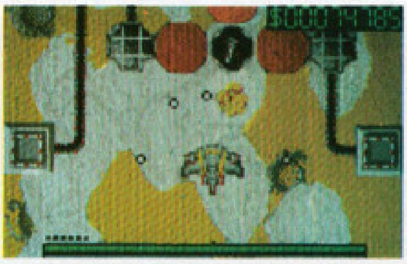
XENOPHOBE. *Trapped in a space station, you must destroy the aliens. Side-scrolling adventure for up to 4 players.*



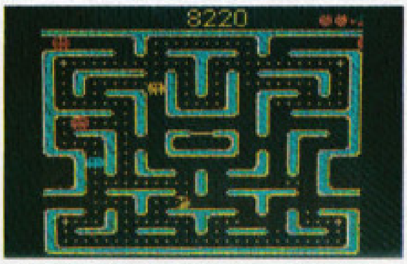
KLAX. *Maneuver your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.*



ROAD BLASTER. *Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.*



It's a galactic shoot out between you and aliens in the 4 player game **ZARLOR MERCENARY.** *Your only hope is to kill them all or break for lunch.*



Help **MS. PACMAN** *escape the marauding ghosts by guiding her through multiple mazes gobbling up dots, energizers, fruits and pretzels.*

the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

So if you don't already own a Lynx, you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your favorite store now.

Before they're wiped out.

ATARI LYNX™

Atari Games Corporation. Ms. Pac-Man™ Namco, Ltd. Rygar™ Tecmo, Ltd. Atari, the Atari logo, Robo Squash, Lynx™ or ®™ Atari Corporation, Copyright 1990.

CIRCLE #122 ON READER SERVICE CARD.

Unreleased / Prototypes / After Market / Demo Games

These pages includes unfinished or in-development games that haven’t officially been released to the public either during the Atari era or in the modern days. And games that have been announced or planned but never made it to market either during the official Atari era or modern day releases.

48-in-1 Cartridge

Developer	Rafał Jankowski
Publisher	Rafał Jankowski
Release date	2017
Genre	Tool
Mode	1 (-) Player(s)
Release	Released on cartridge

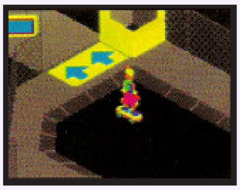
This cart was made by Rafał as the prize for the first place winner for entries in the Silly Venture 2k17 convention. The cart is not built as a for-sale item but as something fun and a challenge to try to get the most out of Atari Lynx. It supports 256kB and 128kB games and a total of 48 can fit on the cart. It's possible to switch between them using buttons on the back. A segmented LED display shows the game number that's currently selected and the cart remembers which game was active even when the power is switched off.

ATARI
LYNX
ATARI
LYNX
48 in 1

720°

Developer	Atari
Publisher	Atari
Planned release	1992
Genre	Sports
Mode	1 Player
Release	Unreleased

720° is a unreleased skateboarding game that was in development by Atari.



Alien vs Predator

Developer	Images Software
Publisher	Atari
Planned release	1994
Genre	First-person shooter
Mode	1 (-3) Player(s)
Release	Available on cartridge and download
Download link	👍 OK

Alien vs Predator was due to be published by Atari for the Atari Lynx in 1994 but was cancelled before completion, in favor of the Jaguar AVP game. This title would have also been a first-person shooter.

A number of prototypes exist with various levels of functionality.

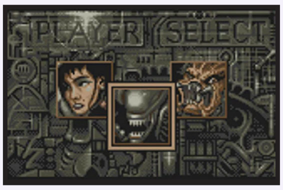
ALIEN
vs
PREDATOR
ATARI
LYNX
Alien Vs Predator
Lynx Demo
THIS SIDE DOWN
ATARI EPROM CART
C154243-001 REV.1

This is the version that typically comes up on eBay. It does not have the third Alien character and monsters do not die nor damage the player. These are all duplicates and are no way original prototypes.

The Alien Vs Predator prototype is different than the AVP that is possible to download and play in Handy, or buy on cart form for the Lynx from several people in that this was an earlier prototype where the player could actually select the third Alien character as well as Marine and Predator. There are many differences between this version and the one floating around on the net and eBay. Cut scenes differ slightly, sfx, maps, etc.

Lynx AVP
RSA 12/17/93
ATARI EPROM RAM CART
C104233-001 REV.2

ALIEN
NOT FOR RESALE
PREDATOR


PLAYER SELECT

PREDATOR'S SHIP

Battletoads

Developer	Leland Int. Media
Publisher	Telegames
Planned release	2003
Genre	Beat 'em-up
Mode	1 Player
Release	Unreleased

This was a beat 'em-up platformer which was in development. The game would most likely be part of the Battletoads franchise.

No prototype has surfaced.

Blue Earth

Developer	Digital Thunder
Publisher	Digital Thunder
Planned release	1997
Genre	Role-playing
Mode	1 Player
Release	Unreleased

The game would be set in a time between the beginning of science and the end of sorcery. Players would take control of Kirin Teal who would have the goal of uncover the mystery of BlueEarth.

No prototype has surfaced.

Centipede

Developer	Shadowsoft
Publisher	B&C Computervisions
Planned release	2003
Genre	Action
Mode	1 Player
Release	Available on cart and downloadable
Download link	👍 OK

Centipede would be a port of the arcade game of the same name.

The game was apparently never completed

Barbarian Bodyguard

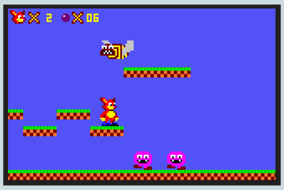
Developer	Epyx
Publisher	Atari
Genre	Action
Mode	1 Player
Release	Unreleased

Interview with its author revealed it was approximately 33% complete, however no screenshots are available and the source code is lost.

Levi the Lynx

Developer	Sampo Rintanen
Planned release	2009
Genre	Platformer
Mode	1 Player
Release	Unreleased

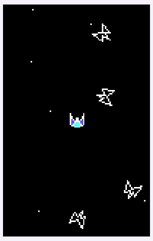
Levi the Lynx was a platformer which was in development by Sampo Rintanen.



Command: Starship

Developer	Thomas Harte
Planned release	2000
Genre	Shooter
Mode	1 Player
Release	Unreleased

This game was submitted as an entry to the "Atari Lynx Programming Extravaganza" competition in 2000. It was not completed and never released.



Bleaker

Developer	Digital Thunder
Publisher	Digital Thunder
Planned release	1997
Genre	RPG-adventure
Mode	1 Player
Release	Unreleased

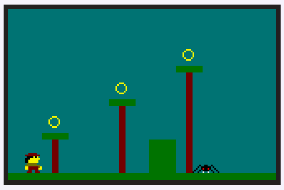
This would be a role-playing adventure.

No prototype has surfaced.

Catacomb Raider

Developer	Sampo Rintanen
Planned release	2009
Genre	Platformer
Mode	1 Player
Release	Unreleased

The game is similar to Bruce Lee on the Commodore 64, a platformer with non-scrolling screen, but the name is obviously referring to Tomb Raider. The player character is called Laurel Soft.



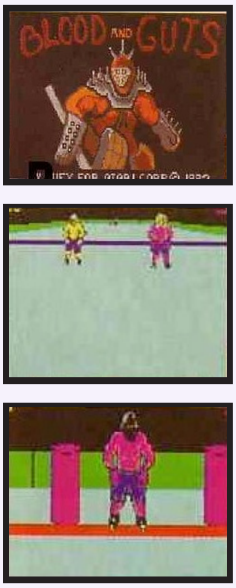
Defender

Developer	Shadowsoft
Publisher	Atari
Planned release	2003
Genre	Shooter
Mode	1 Player
Release	Unreleased

Defender would be a horizontally scrolling shoot 'em up, set on an unnamed planet where the player must defeat waves of invading aliens while protecting astronauts.

Blood and Guts Hockey

Developer	NuFX
Publisher	Atari
Planned release	1992
Genre	Sports
Mode	1 (-2) Player(s)
Release	Unreleased



Blood and Guts Hockey would be a sports game with heavy emphasis on action elements.

Artwork and screenshots exists but no prototype has surfaced.

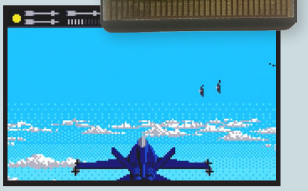
Blue Lightning Demo Card

Developer	Epyx
Publisher	Atari
Release date	1989
Genre	Demo
Release	Unreleased

This was a demo car. It was not playable, it just showed the game demo playing in a loop.

LYNX
BLUE LIGHTNING™
DEMO CARD

BLUE
LIGHTNING
TM



Cabal

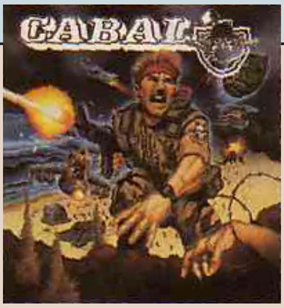
Developer	Fabtek
Publisher	Atari
Planned release	April 1992
Genre	Shooter
Mode	1 (-2) Player(s)
Release	Unreleased

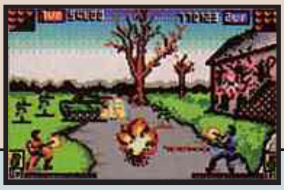
This would be a port of a 1988 arcade game originally developed by TAD Corporation.

Artwork and screenshots exists but no prototype has surfaced.

Advertisement blurb;

"The coin-up game pits you and your partner against hordes of enemy soldiers. Fight waves of ground troops, tanks and planes. Will you survive long enough to face the final Boss - a mad man bent on conquering the world?"



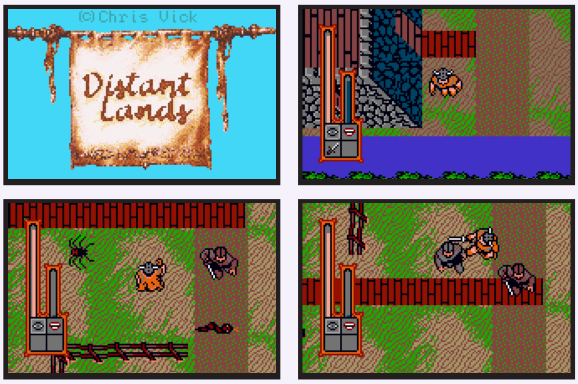


Distant Lands

Developer	Carl Forhan
Publisher	Songbird Productions
Genre	Role-playing adventure
Mode	1 Player
Release	Unreleased

Distant Lands was a RPG-adventure which was in development for the Lynx.

Players would be able to collect tools and artifacts, fend off hordes of enemies and different locations. The game would features a real-time combat system, inventory management, player/NPC interaction, a large map, among others.

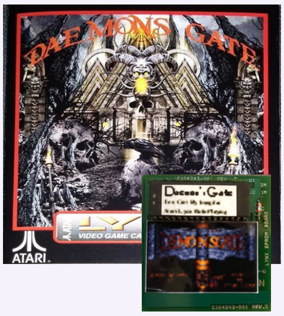


Daemon’s Gate

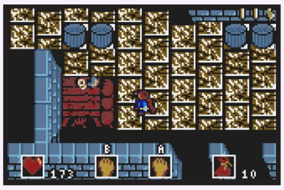
Developer	Imagitech Design
Publisher	B & C ComputerVisions
Planned release	1991
Genre	Role-playing
Mode	1 Player
Release	Available on cart and as a download
Download link	👍 OK

Daemon’s Gate, while incomplete, may have been the most advanced RPG on the Lynx and would have provided a huge world for players to explore. Taking place in Tormis, the capitol of the Civilized Lands, players would interact with inn keepers, guards, store owners and townsfolk. Address the “Amulet of Knowledge” to get answers to questions. Kill monsters and collect money by looting private hoards located in various town buildings. Mix herbs and magic ingredients to create magic potions. Visit distant lands such as Anchor, Point Jornuli, the prison-city of Atteia and more.

The prototype features a built-in map which offers up to 48x magnification of the large region included on the cart.



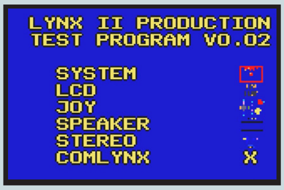
DAEMONSGATE
ATARI



Diagnostic Cart

Developer	Atari
Publisher	Atari
Genre	Tool
Release	Available on cart and as a download
Download link	👍 OK

This is a diagnostics cart used for testing an Atari Lynx system functionality. It can check the system, LCD, joystick, speaker, stereo and ComLynx functionality of the console.



```
LYNX II PRODUCTION
TEST PROGRAM V0.02

  SYSTEM
  LCD
  JOY
  SPEAKER
  STEREO
  COMLYNX                X
```

Diagnostic Cartridge
Diagnostic

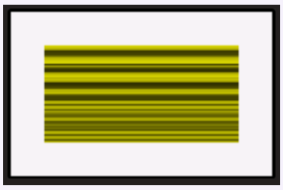
Dragnet

Developer	Bastian Schick
Publisher	Bastian Schick
Release date	1995
Genre	Demo
Release	Available on cart and as a download
Download link	👍 OK

Dragnet was a cancelled game for Atari Lynx based on the TV Series with the same name. The only version in existence is of a music demo featuring samples from the TV show.

LYNX
DRAGNET
LOS ANGELES
714
DRAGNET

INSERT
NAME

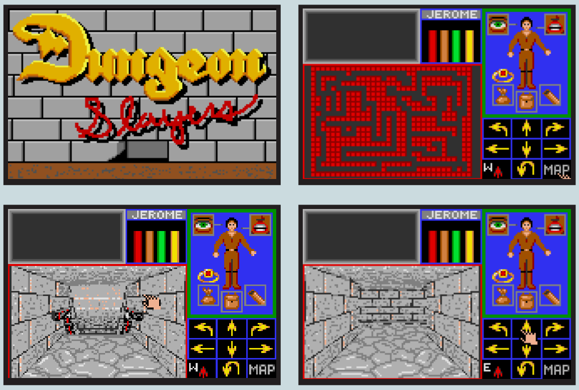


Dungeon Slayers

Developer	Atari
Publisher	Atari
Planned release	1990
Genre	Role-playing
Mode	1 Player
Release	Unreleased

Dungeon Slayers would be a port of Dungeon Master, originally developed and published by FTL Games for the Atari ST in 1987.

A prototype exists but has not been made available online and source code currently resides with Harry Dodgson.

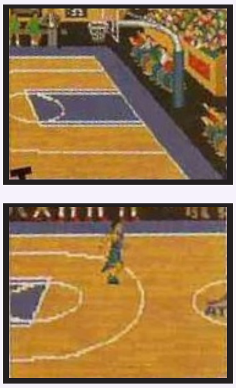

Dungeon Slayers
JEROME
MAP

Full Court Press

Developer	Ringler Studios
Publisher	Atari
Planned release	1992
Genre	Sports
Mode	1 (-2) Player(s)
Release	Unreleased

Full Court Press was a basketball game which was in development for some time before it’s cancellation. It would include high school, college and pro league teams.

Artwork and screenshots exists but no prototype has surfaced.



Ejagfest Slideshow

Developer	Luchs Soft
Publisher	Luchs Soft
Release date	August 5, 2017
Genre	Demo
Release	Sold on cartridge

This is a demo cartridge that feature a slideshow as an homage to the yearly ejagfest, a non-commercial annual festival for Atari and retro gaming fans from all over Europe. It is comprised of pictures from the past 16 years.

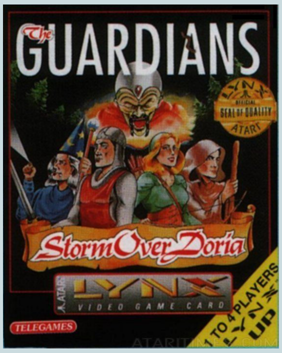
EJAGFEST
SLIDESHOW
The Annual Atari Jaguar And Retro Gaming Festival
LYNX
VIDEO GAME CARD
A BJÖRN SPRUCK SLIDESHOW

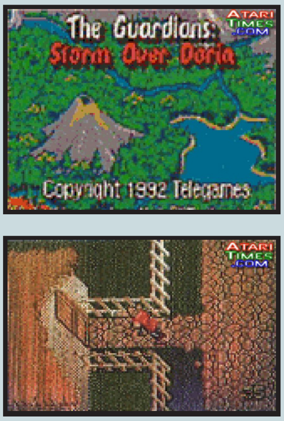
Guardians: Storm Over Doria

Developer	Knight Technologies
Publisher	Telegames
Planned release	1992
Genre	Role-playing adventure
Mode	1 (-4) Player(s)
Release	Unreleased

The Guardians: Storm Over Doria was a role-playing game which was in development by Knight Technologies.

It was apparently 30% complete, but no prototype has surfaced.


The GUARDIANS
Storm Over Doria
LYNX
VIDEO GAME CARD
TELEGAMES
1 TO 4 PLAYERS
LYNX UP

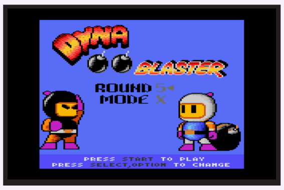

The Guardians: Storm Over Doria
Copyright 1992 Telegames
ATARI TIMES .COM

Dynablaster

Developer	Ubisoft
Publisher	Ubisoft
Planned release	April 2, 2007
Genre	Puzzle, Action
Mode	1 Player
Release	Unreleased

Dyna Blaster would be a port of the 1991 game of the same name, which itself is a port of the 1990 game, Bomberman.

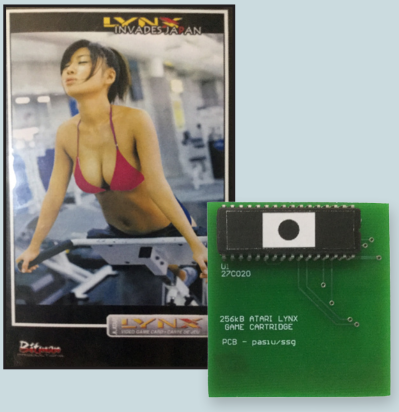
Only a single screenshot exists and apparently no prototype has surfaced.



Lynx Invades Japan

Developer	Bitman
Release date	2014
Genre	Demo
Release	Sold on Cart
Download link	👍 OK

This was an unauthorised version of the Slideshow256 demo that was burned to a physical cartridge and sold on eBay under a different name.



Edward 2000

Developer	Mr. Castle
Publisher	Mr. Castle
Planned release	1996
Genre	Breakout
Mode	1 Player
Release	Unreleased

Edward 2000 was a Breakout clone which was in development.

No screenshots nor prototype has surfaced.

Iron Reign

Developer	Digital Thunder
Publisher	Digital Thunder
Planned release	March 2003
Genre	Strategy
Mode	1 (-5) Player(s)
Release	Unreleased

Iron Reign would be a 5 player comlynxed war game set in the European Theatre of the 1930s.

No prototype has surfaced.

Hellraiser

Developer	Color Dreams
Publisher	Color Dreams
Planned release	1990
Genre	Action, Puzzle
Mode	1 Player
Release	Unreleased

Hellraiser for the Lynx would be part of the Hellraiser horror franchice.

A Promotional flyer advertising the Lynx version exists but no prototype has surfaced.

Escape from the Planet of the Robot Monsters

Developer	Atari
Publisher	Atari
Genre	Shooter
Mode	1 Player
Release	Unreleased

This was a port of the multi-directional shooter released in arcades by Atari Games in 1989.

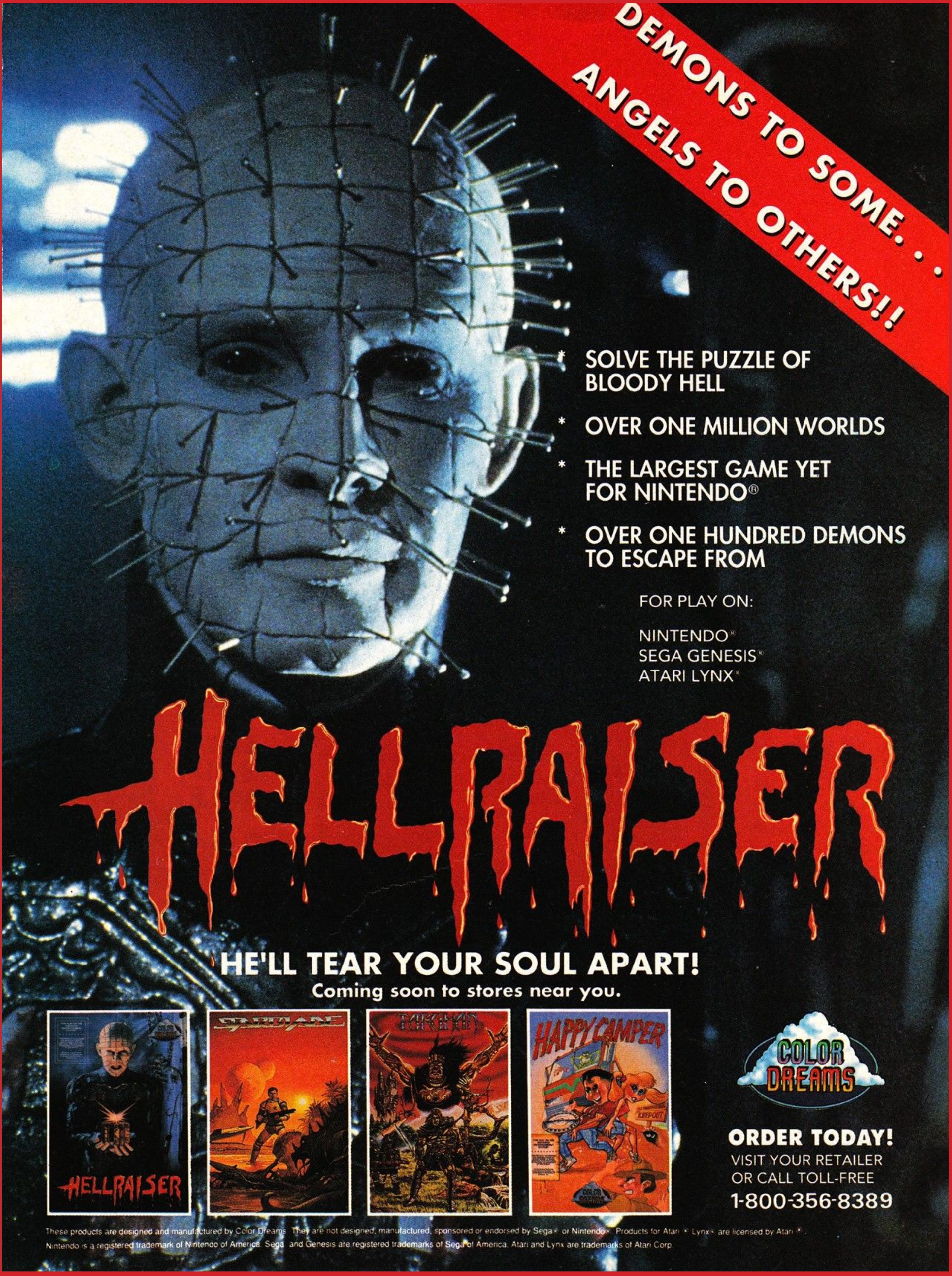
Only a single screenshot apparently exists.

Metal Mutant

Developer	Silmarils
Publisher	Atari
Planned release	October 25, 2003
Genre	Action-adventure
Mode	1 Player
Release	Unreleased

Metal Mutant would be a port of the side-scrolling action-adventure game, developed and published for MS-DOS, Amiga, and Atari ST by Silmarils and released in 1991.

Silmarils co-founder Louis-Marie Rocques stated its planned release was cancelled by Atari and no prototype has surfaced.



DEMONS TO SOME. . .
ANGELS TO OTHERS!!

- * SOLVE THE PUZZLE OF BLOODY HELL
- * OVER ONE MILLION WORLDS
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SEGA GENESIS®
ATARI LYNX®

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Lynx Reloaded Multi-Cart

Developer	Björn Spruck, and others
Release date	2003
Genre	Compilation
Release	Sold on Cartridge

This cartridge contains a demo, some games and a BLL binary loader.

Lynx Reloaded
This is a demo, and the main part of the cartridge.

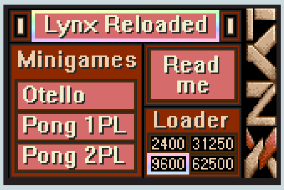
Othello 1k
This is a version of the board game, Othello.

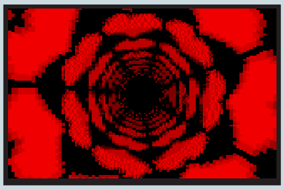
MultiPong 1k
This is a one and two player pong game. The multiplayer mode are played on the same console.

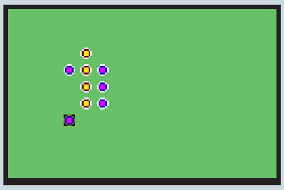
BLL-loader
The loader allows users to load small programs into the Lynx RAM. Valid file types are *".o"* files from the BLL kit and *".com"* files from the EPYX devkit.

To use the program, users would need to connect the Lynx with the cable to a computer.

LYNX
RELOADED







Pitfall:
The Mayan Adventure

Developer	Imagitec Design
Publisher	Atari
Planned release	16 July, 2015
Genre	Platformer
Release	Unreleased

This would be a side-scrolling action-platformer originally released for the Sega Genesis in 1994.

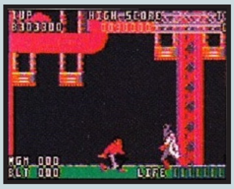
Development on the Lynx version was scrapped due to Atari focusing on the Jaguar instead. No prototype has surfaced.

Rolling Thunder

Developer	Atari
Publisher	Telegames
Planned release	1992
Genre	Run and gun
Mode	1 Player
Release	Unreleased

Rolling Thunder would be a port of a side-scrolling action arcade game produced by Namco.

The Lynx version was never completed.



ParaLemmings

Developer	Laurens Simonis
Planned release	1997
Genre	Shooter
Mode	1 Player
Release	Downloadable

ParaLemmings was a ParaTroopers clone that was in development.

The ROM image have been released online.

The Furies

Developer	Digital Thunder
Publisher	Digital Thunder
Planned release	1997
Genre	Action
Mode	1 Player
Release	Unreleased

The Furies would be an action game similar to Battlesphere.

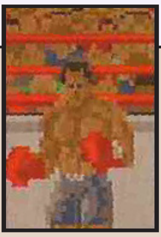
No prototype has surfaced.

Heavyweight Contender

Developer	Ringler Studios
Publisher	Atari
Planned release	1992
Genre	Sports
Mode	1 (-2) Player(s)
Release	Unreleased

Heavyweight Contender was a boxing game which was in development for the Lynx.

Artwork and screenshots exists but no prototype has surfaced.



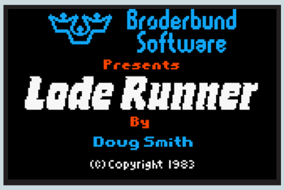
Advertisement blurb;

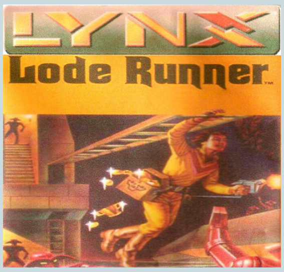
“A right! A left! Another right to the jaw - it’s a TKO! Pick your fighter, train him and then take on the heavyweight champ of the world. Different angles on the action make this prize fighting challenge a brain-pummeling good time!”

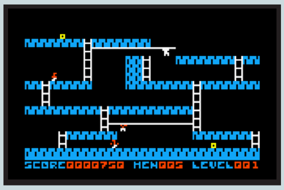
Lode Runner

Developer	Kurt Olsen
Genre	Platformer
Release	Downloadable
Download link	👍 OK

Lode Runner is an unreleased port of the 2D, fixed-screen platform game first published by Broderbund in 1983.


Broderbund Software
Presents
Lode Runner
By
Doug Smith
(C) Copyright 1983


LYNX
Lode Runner

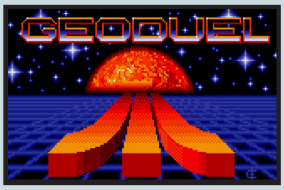

SCORE0000750 MEN005 LEVEL001

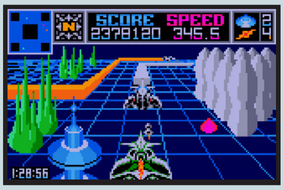
GeoDuel

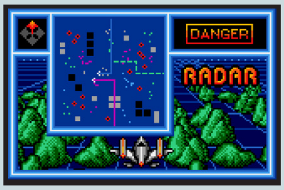
Developer	Atari
Planned release	June 1992
Genre	Racing, Action
Mode	1 (-4) Player(s)
Release	Unreleased

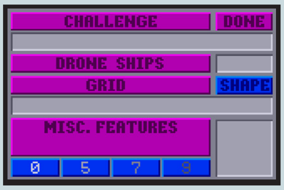
In GeoDuel, players would have to manoeuvre a ship in a grid-like world. The goal is to dodge the many obstacles on the grid surface while leaving a wall of light behind it, while trying to trip enemies and make them crash.

Artwork and screenshots exist but no prototype has surfaced online.




SCORE
2378120
SPEED
345.5
1:28:56

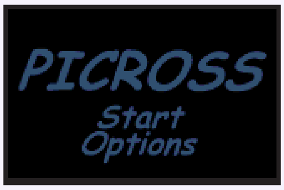

DANGER
RADAR

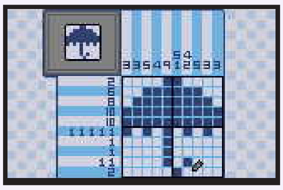

CHALLENGE
DONE
DRONE SHIPS
GRID
SHAPE
MISC. FEATURES
0
5
7
9

Picross

Developer	Chris Vick
Planned release	2006
Genre	Puzzle
Mode	1 Player
Release	Unreleased

Picross was a Nonograms game that was in development at some time. It is a picture crossword puzzle game where players follow hint number to complete a picture.


PICROSS
Start
Options



Krazy Ace Miniature Golf

Developer	Telegames
Developer	Telegames
Release date	1993, 2018
Genre	Sports
Mode	1 (-4) Player(s)
Release	Sold on Cartridge

Krazy Ace Miniature Golf is a 1993 miniature golf game developed and published by Telegames in North America and Europe exclusively for the Atari Lynx.

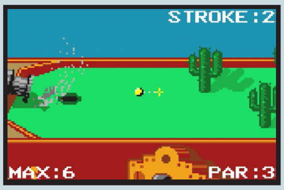
Robert Jung reviewed the game for IGN. In his final verdict he wrote *"Krazy Ace Miniature Golf is a good miniature golf game, but not a great one; the card's major flaw is the lack of variety in the course and the game itself. With merely passable graphics and sound, this is a decent game to divert yourself for a little while, but there's almost nothing here to keep you on this krazy kourse for the long term."* Giving a final score of 6 out of 10.

Many dispute whether Krazy Ace was an official game - given that it was not entirely complete (the last two levels are identical to the first two levels), it never saw any retail release, came on a PCB style cart and was only made available to purchase three years after its copyright date - it cannot be classified as 'official' and at best counts as a very good 'homebrew'.

Direct quote from Pete Mortimer of Telegames - *"It never had retail coverage - just internet in limited PCB style carts."*

Krazy Ace™
miniature golf
LYNX
VIDEO GAME CARD • CARTE DE JEU
UP TO 4 PLAYERS
TELEGAMES

Krazy Ace™
miniature golf
©1992 Telegames

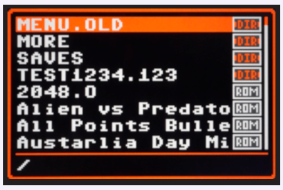

STROKE:2
MAX:6
PAR:3

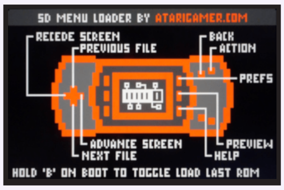
Lynx SD Menu Loader 2

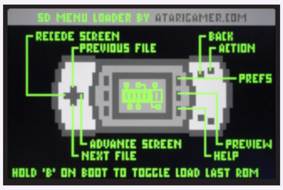
Developer	Igor Kromin
Release date	February 17, 2019
Genre	Tool

This is an alternative menu loader for the Lynx SD cartridge. This version feature a new interface and several changes over the default menu loader.

retrohq.co.uk
Lynx SD
Menu Loader 2
atarigamer.com


MENU.OLD DIR
MORE DIR
SAVES DIR
TEST1234.123 DIR
2048.0 ROM
Alien vs Predato ROM
All Points Bulle ROM
Austarlia Day Mi ROM


SD MENU LOADER BY ATARIGAMER.COM
RECEDE SCREEN
PREVIOUS FILE
BACK
ACTION
PREFS
ADVANCE SCREEN
NEXT FILE
PREVIEW
HELP
HOLD 'B' ON BOOT TO TOGGLE LOAD LAST ROM

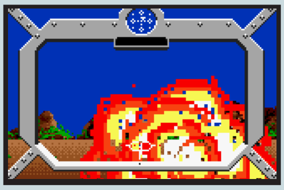

SD MENU LOADER BY ATARIGAMER.COM
RECEDE SCREEN
PREVIOUS FILE
BACK
ACTION
PREFS
ADVANCE SCREEN
NEXT FILE
PREVIEW
HELP
HOLD 'B' ON BOOT TO TOGGLE LOAD LAST ROM

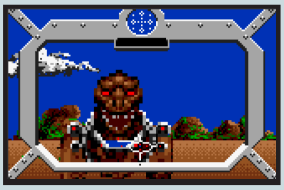
Mechtiles

Developer	Beyond Games
Release date	Songbird Productions
Genre	Action-strategy
Mode	1 (-4) Player(s)
Release	Unreleased

Mechtiles would be a giant robot combat multiplayer game based on the BattleWheels engine.

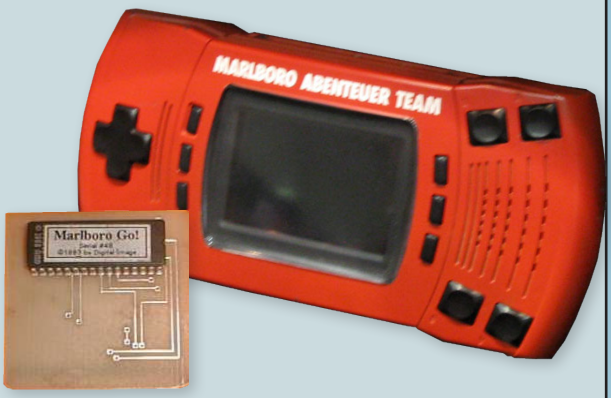
The game was acquired by Songbird Productions from Beyond Games but never completed or released.





Marlboro Go!

Developer Digital Image
Publisher Adventure Team
Planned release 1993
Genre Racing
Mode 1 Player
Release Downloadable
Download link 👍 OK

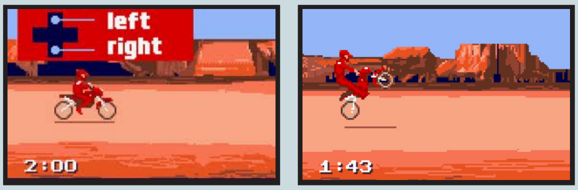

MARLBORO ABENTEUER TEAM
Marlboro Go!

This game was a part of a promotion from Marlboro cigarettes where smokers could exchange points from cigarette packets for Marlboro branded items. The game came with a red Atari Lynx with 'Marlboro Abenteuer Team' branding written across the top.

ADVENTURE TEAM
Marlboro
MARLBORO ABENTEUER TEAM

The game doesn't appear to be very complete, featuring only one track. It was released on a hand-etched PCB cartridge that was individually numbered.

Sometimes the game pops up as 'Marlboro Man' and on a green PCB cartridge - these versions are fake reproductions, not the originals produced for the Marlboro competition.

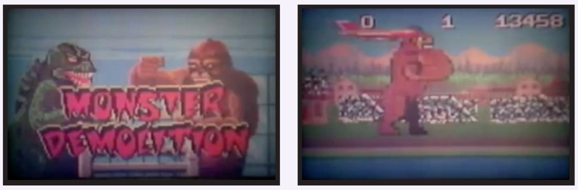

left
right
2:00
1:43

Monster Demolition

Developer Epyx
Publisher Atari
Planned release 1991
Genre Action
Mode 1 Player
Release Unreleased
Download link 👍 OK

This was an early version of a monster action game that eventually became released as Rampage.

No versions of the game was ever released.

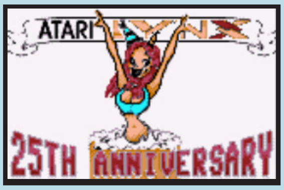

MONSTER DEMOLITION
0 1 13458

Silly Venture 2k14 Invitro Demo

Developer Multiple
Release date 2014
Genre Demo
Release Released on Cart and downloadable
Download link 👍 OK

This was a demo created for the sillyventure 2k14 event.

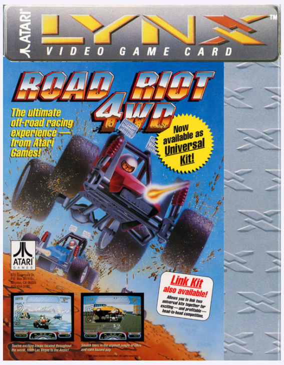
ATARI LYNX
Silly Venture
2k14 Invitro
25TH ANNIVERSARY
DEMO


ATARI LYNX
25TH ANNIVERSARY

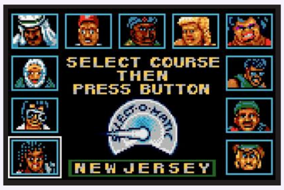
Road Riot 4WD

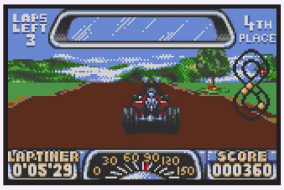
Developer Nick Snape & Jon Williams
Planned release 1992
Genre Racing
Mode 1 (-2) Player(s)
Release Unreleased

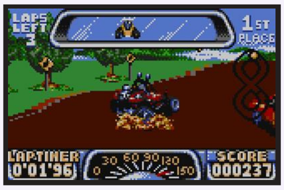
Road Riot 4WD would be a port of an arcade racing game developed by Atari Games and originally released in 1991.


ATARI
LYNX
VIDEO GAME CARD
ROAD RIOT 4WD
The ultimate off-road racing experience from Atari Games!
Now available as Universal Kit!
Link Kit also available!

ROAD RIOT 4WD


SELECT COURSE THEN PRESS BUTTON
NEW JERSEY


LAPS LEFT 3
4TH PLACE
LAPTIMER 0'05"29
SCORE 000360

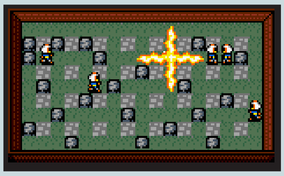

LAPS LEFT 3
1ST PLACE
LAPTIMER 0'01"96
SCORE 000237

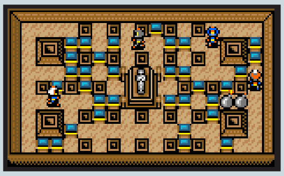
TNT Terry

Developer Laurens Simonis
Publisher Laurens Simonis
Planned release 1998
Genre Action, Maze
Mode 1 (-4) Player(s)
Release Unreleased
Download link 👍 OK

TNT Terry would be a 4 player Bomberman clone.

A prototype exists but has not been made available online.

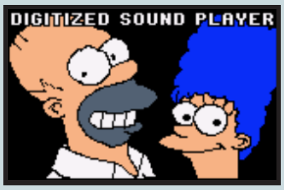




Simpsons Digitized Sound Player

Release date 2013
Genre Demo
Release Released on Cart and downloadable
Download link 👍 OK

This is a demo music player with samples from The Simpsons.


DIGITIZED SOUND PLAYER

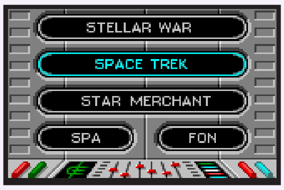
LYNX
DIGITIZED SOUND PLAYER
DOHHH1
DOHHH2
DOHHH3
DOHHH4
WHATARE
BARTSCRM
BARTLAUGH
HOMERSCRM
BEERME
OHYEAH
MAKESICK
DUFF
KNOCKOFF
RIPOFF
NOTOK
PRACTICE
GLORIOUS

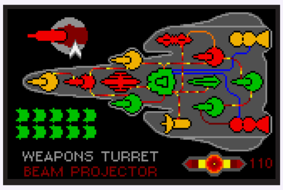
Space War

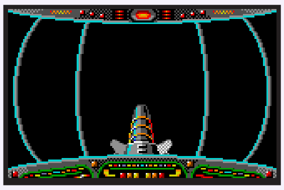
Developer Atari
Publisher Atari
Planned release September 1995
Genre Shooter
Mode 1 (-2) Player(s)
Release Unreleased

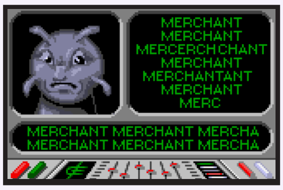
Space War would be a port of the 1978 space shooter.

Artwork and screenshots exist but no prototype has surfaced online.


STELLAR WAR
SPACE TREK
STAR MERCHANT
SPA
FON


WEAPONS TURRET
BEAM PROJECTOR
110

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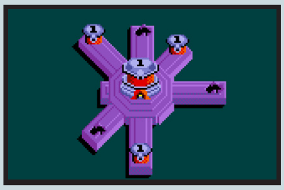
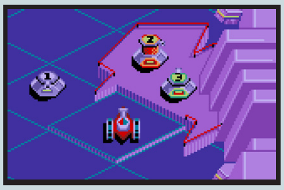
Vindicators

Developer	Atari
Publisher	Atari
Release date	September 20, 2011
Genre	Run and gun
Release	Unreleased

This would be a port of an arcade game originally released by Atari Games in 1988.

A prototype exists but has not been made available online.





Tropsy

Developer	Yami Kawai-i St.
Planned release	April 1, 1993
Genre	Puzzle
Mode	1 Player
Release	Downloadable
Download link	👍 OK

Tropsy appears to be a psychedelic themed Tetris clone for Atari Lynx.

The game was released as a download.

TROPSY
produced and (c)
by
Yami Kawai-i Studio
(BETA 930401)
press button

Next
000073
Level
01
Need
20
Lines

Wolfenstein 3D

Developer	id Software
Publisher	Atari
Genre	First-person shooter
Release	Unreleased

No actual development started on the Lynx version due to an unrealized deal between id and Atari that was never fully instigated.

Pro Quarterback

Developer	Leland Int. Media
Genre	Sports
Release	Unreleased

This would be a port of the 1992 multiplatform American football game.

It is unknown if actual development started on Lynx version.

Strider II

Developer	Tiertex
Publisher	Atari
Planned release	July 1991
Genre	Action platformer
Mode	1 Player
Release	Unreleased

Strider II would be a port of the side-scrolling platform game originally released for various computer platforms in 1990.

The Lynx version was 50% complete but no prototype has surfaced. It would apparently include a new level and was made easier than the Amiga version.

Evergreen

Developer	JagSoft
Publisher	JagSoft
Planned release	March 2003
Release	Unreleased

No prototype has surfaced.

Zaku Demo

Developer	PenguiNet
Release date	2009
Genre	Demo
Release	Downloadable
Download link	👍 OK

This is a very early version of Zaku, before it was picked up for publishing by Super Fighter Team. The demo shows off the concept, but does not have sound or music, and is very much incomplete.

PUSH A BUTTON
ZAKU
©PenguiNet

Article from: Raze - April 1991
Richard Monteiro

ATARI ATTACK

There's never been a better time to own a Lynx or think about getting one. With 17 blockbusting games available (and a further 16 due in the next few months) and a new low-cost Lynx about to be launched, you'd be mad to plug into anything else

Atari have unleashed a new-style Lynx at the recent Consumer Electronics show in Las Vegas.

The technical specifications for the mark II Lynx remain the same: 3.5-inch (160 by 120 pixel) colour LCD display, 16 onscreen colours from a palette of 4096, 4MHx 6502 processor and four-channel sound. However, cosmetically and ergonomically things have changed dramatically.

The new Lynx is much more compact compared to the original - an inch has been shaved either side and the corners squared off. All the buttons, dials and ports of the original are still in place. However, there's the addition of a Backlight button which, obviously, toggles the LCD backlight on and off. The advantages of this is tremendous; during daylight and in well-lit areas it's possible to play the Lynx without having the backlight on. The battery saving is enormous.

But here's the best bit. In the States, the new Lynx is being offered at the phenomenally low price of $99 (that's around £50)! The drawback is that you don't get a free copy of *California Games* or an AC adaptor. A second package, costing $149.95 (around £75), includes the new Lynx, free game and AC adaptor.

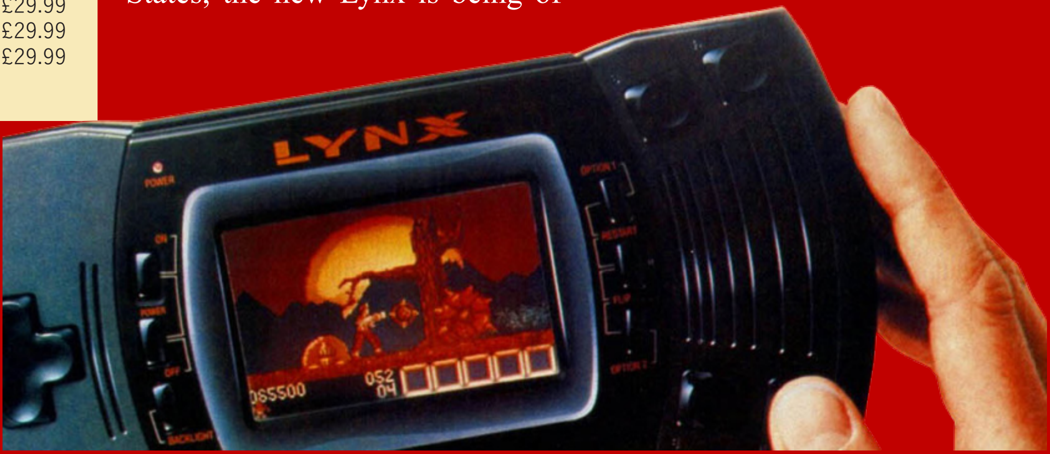
So far there has been no official announcement as to UK availability or pricing of the new Lynx, but one source at Atari commented: "the $99 US package will probably translate to around £70 over here." That's still excellent value and makes the monochromatic Game Boy look vastly overpriced. At a guess, the new Lynx will be available this easter.

There really is no justification at even contemplating any other portable gaming system. Atari have listened to the criticism levelled at the original Lynx and set everything right: size, battery life and price.

LYNX GAME LIST

There are now 17 Lynx titles available with a further 16 promised this year. Here are the games presently available:

Blue Lightning	£29.99
California Games	free
Chip's Callenge	£29.99
Electrocop	£29.99
Gates of Zendocon	£29.99
Gauntlet	£34.99
Klax	£29.99
Ms Pac-Man	£29.99
Paperboy	£29.99
Rampage	£29.99
Road Blasters	£29.99
RoboSquash	£29.99
Rygar	£29.99
Shanghai	£29.99
Slime World	£29.99
Xenophobe	£29.99
Zarlor Mercenary	£29.99



Atari's new compact Lynx is technologically as advanced as the earlier versions but costs a good deal less, features a battery-saving backlight toggle and is an inch shorter either side.

LYNX

LYNX
ON
OFF
OPTION 1
RESTART
FLIP
OPTION 2
B
A
ATARI

ONLY $99.95
Suggested Retail Price
BASE UNIT ONLY

LOTS OF GREAT GAMES AVAILABLE NOW!

BLUE LIGHTNING
GATES OF ZENDOCON
Electrocop
GAUNTLET
CHIP'S CHALLENGE
XENOPHOBE
RoadBlasters
PAPERBOY
Ms. PAC-MAN
RAMPAGE
SLIME WORLD
KLAX
ZARLOR
ROBO-SQUASH
RYGAR
SHANGHAI

ATARI®
Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94089-1302.

Copyright 1991, Atari Corp. Atari, the Atari logo, Lynx and ROBO-SQUASH are TMs or ®s of Atari Corp. All other games are TMs or ®s of their respective companies.

CIRCLE #122 ON READER SERVICE CARD.

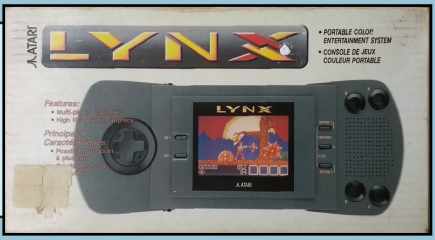
Box Variations

Atari packaged its Lynx I and Lynx II console in a number of different boxes. Some were plain and some where game themed, some where also ‘family pack’ packages with multiple games and accessories.

These pages consists of some of the different boxes.

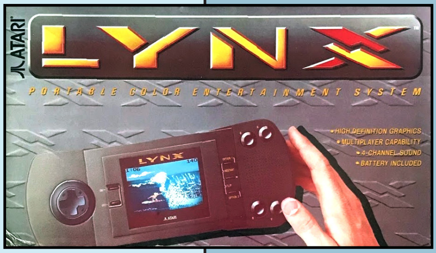
Lynx I - Rygar

The box had Rygar shown on the Lynx screen on the front of the box. It included only the console.



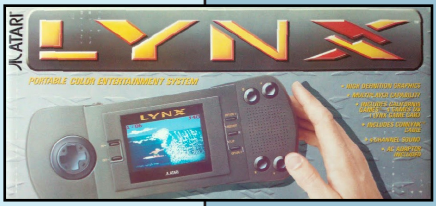
Lynx I - California Games
P/N PA2002 (Japan)

This was a Japanese release of the Lynx I. It had California Games shown on the Lynx screen on the front of the box. It included only the console. This box is slightly larger than the rest of Lynx boxes that followed.



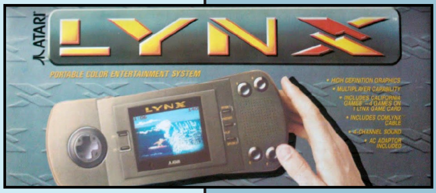
Lynx I - California Games

This box is very similar to the P/N PA2002 release, but has a different text layout. It included the console, ComLynx cable, power adapter and a copy of California Games.



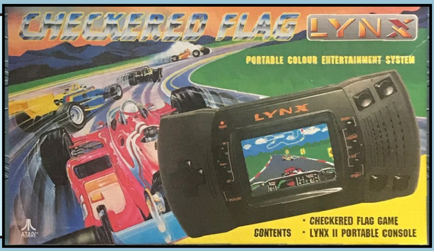
Lynx I - California Games
P/N 2002 (Taiwan)

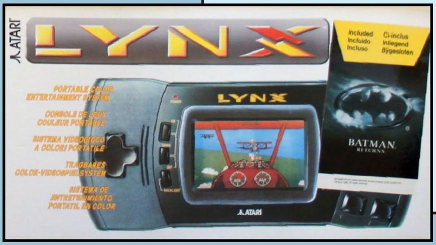
This box is similar to the P/N PA2002 release, but has a different text layout and is of a smaller size, same as the majority of the Lynx boxes. It included the console, ComLynx cable, power adapter and a copy of California Games.



Lynx II - Checkered Flag

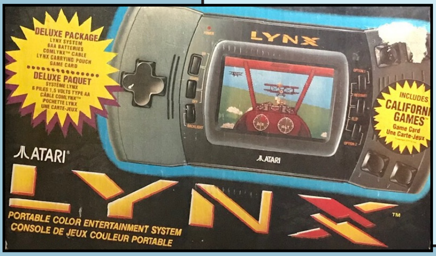
This was an Australian release. Checkered Flag are shown on the Lynx screen on the front of the box. It included the console and a copy of Checkered Flag.





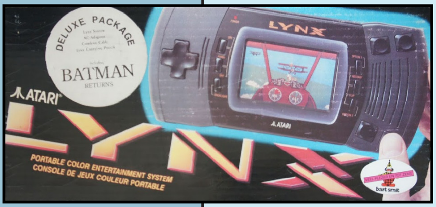
Lynx II - Warbirds (White Box) with Batman Returns

This was a white box with Warbirds shown on the Lynx screen on the front of the box. It included the console and a copy of Batman Returns.



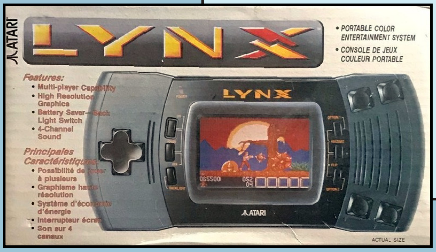
Lynx II - Warbirds (Black Box Deluxe Pack) with California Games
P/N PA4101

Warbirds are shown on the Lynx screen on the front of the box. It included the console, batteries, ComLynx cable, carry pouch and a copy of California Games.



Lynx II - Warbirds (Black Box Deluxe Pack) with Batman Returns
P/N PA4111

Warbirds are shown on the Lynx screen on the front of the box. It included the console, AC adapter, ComLynx cable, carry pouch and a copy of Batman Returns.

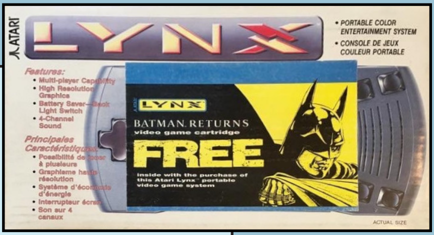


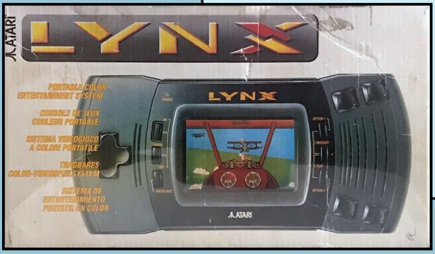
Lynx II - Rygar
P/N PA3201

Rygar are shown on the Lynx screen on the front of the box. It included only the console.

Lynx II - Batman Promotional

This appears to be a Rygar - P/N PA3201 box with a promotional Batman sticker applied over the top of it.



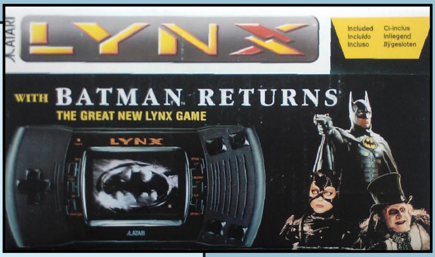

ATARI
LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM
CONSOLE DE JEUX COULEUR PORTABLE

Lynx II - Warbirds
P/N PA4201

Warbirds are shown on the Lynx screen on the front of the box. It included only the console.

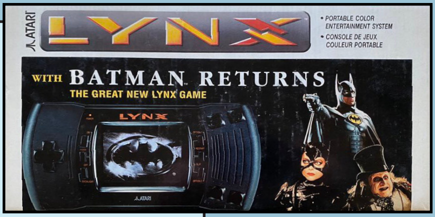
Lynx II - Batman Returns
P/N PA4401

Batman Returns are shown on the Lynx screen on the front of the box. It included the console and a copy of Batman Returns.


ATARI
LYNX
WITH BATMAN RETURNS
THE GREAT NEW LYNX GAME

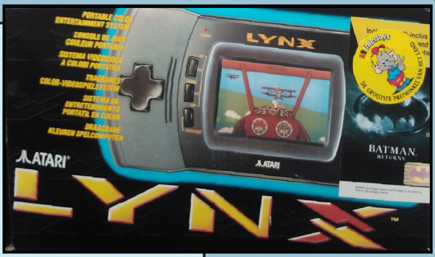
Lynx II - Batman Returns

Batman Returns are shown on the Lynx screen on the front of the box. It included the console and a copy of Batman Returns.


ATARI
LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM
CONSOLE DE JEUX COULEUR PORTABLE
WITH BATMAN RETURNS
THE GREAT NEW LYNX GAME

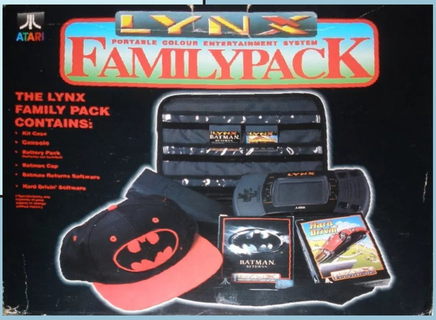
Lynx II - Warbirds (Black Box Deluxe Pack) with Batman Returns
P/N PA4461

Warbirds are shown on the Lynx screen on the front of the box. It came with the console, batteries, ComLynx cable, carry pouch and a copy of Batman Returns.


ATARI
LYNX
BATMAN RETURNS

Family Pack

This pack included the Lynx II console, kit case, battery pack, Batman cap, copy of Batman Returns game, and a copy of Hard Drivin' game.


ATARI
LYNX
PORTABLE COLOUR ENTERTAINMENT SYSTEM
FAMILYPACK
THE LYNX FAMILY PACK CONTAINS:

Accessories

These pages consists of some of the Atari Lynx accessories. Accessories were produced officially by Atari as well as 3rd party companies like Songbird Productions and Naki.

Pictures and text are taken from atarigamer.com.

AC Adaptor

Atari

Powers the Lynx from a AC wall socket. 2-pin and 3-pin versions were available for the differing sockets of the UK and rest of the world.

ATARI
LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM
AC Adaptor
120V 60Hz

ATARI
LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM
AC Adaptor
240V 50Hz

ATARI
LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM
AC Adaptor
Netzerät
Transformateur
Adaptador CA
Alimentatore
220V
50Hz

Cigarette Lighter Adaptor

Atari

Power the Lynx from a car cigarette lighter. Support one or two Lynx consoles simultaneously.

ATARI
LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM
Auto
Cigarette
Lighter
Adaptor

Lynx/PC Serial Cable

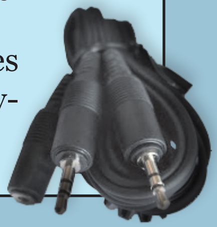
Songbird Productions

Connect the Lynx to a 9-pin serial port. Used in the game Crystal Mines II: Buried Treasure, and with S.I.M.I.S. to allow downloading RAM-based homebrew games to the Lynx.

Multiplayer ComLynx Cable

Atari

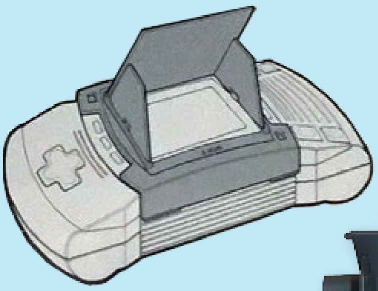
Connects multiple Lynx consoles (up to 18) together for multiplayer games.

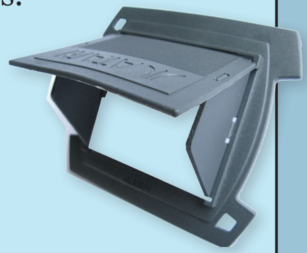


Sun Shields

Atari

Folds down flat to protect the Lynx screen. Folds up to shade the Lynx screen from sunlight for outdoor play. There is a version for both Lynx models.





Power Pack

Naki

Mounts on the back of the Lynx II, comes with an AC adapter which allows recharging while playing. Comes in 110v (USA), 220v (Europe), or 240v (UK) formats.

"Gaming Gossip from EGM issue 29 - December 1991"

Atari's super 64-Bit system of tomorrow will reportedly be able to perform yet another stunning feat! With the help of a special adapter, the Jaguar will let Lynx owners play their hand-held softs on the big screen! This is going to be great when Atari finally decides to release their latest super charged console...

Carrying Pouch

Atari

Holds a Lynx, several game cards, and a ComLynx cable. Attaches via a wrist strap or belt loop.

Game Wallet

Songbird Productions

Holds 9 games single-stacked, or 18 games double-stacked. Made of Dupont Cordua water-resistant exterior, foam-backed soft headliner interior, 9 clear Vinyl pockets and a Velcro latch. Originally produced by Realm exclusively for the Atari Lynx.

AC Adaptor

Naki

Powers the Lynx from any 110v outlet.

Battery Pack

Atari

Holds six big D-size batteries, and use AA batteries. A cable was included that plugs directly into the Lynx's power socket. Alkaline type batteries can provide power for up to 20 hours of play.

Kit Case

Atari

Holds a Lynx, up to 24 game cards, and various accessories. It has a padded interior with custom layout Velcro dividers. Carry via a handle or shoulder strap. Original grey colour but ages to become purple.

Lynx Skin

Unofficial

Holds a Lynx, up to 6 game cards, and an Atari Lynx console.

Eliminator Cleaning Kit

Naki

Cleans game cards and cartridge slots. Comes with swabs and cleaning solution.

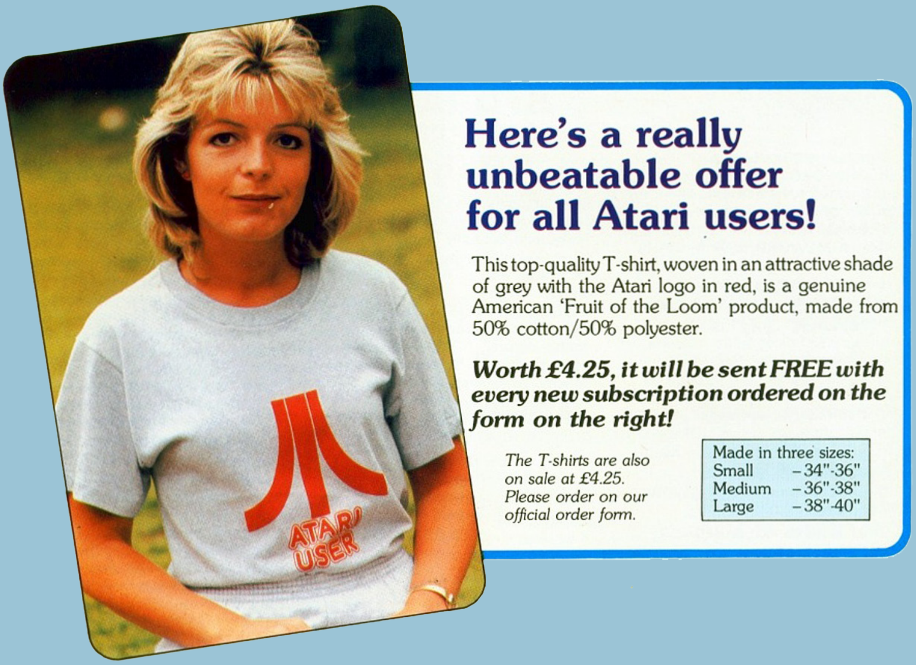
THE ELIMINATOR
LYNX CLEANING KIT
Cleaning Material by 3M
NAKI

Car Power

Naki

Cigarette lighter DC adaptor.

NAKI
CAR POWER



Here's a really unbeatable offer for all Atari users!

This top-quality T-shirt, woven in an attractive shade of grey with the Atari logo in red, is a genuine American 'Fruit of the Loom' product, made from 50% cotton/50% polyester.

Worth £4.25, it will be sent FREE with every new subscription ordered on the form on the right!

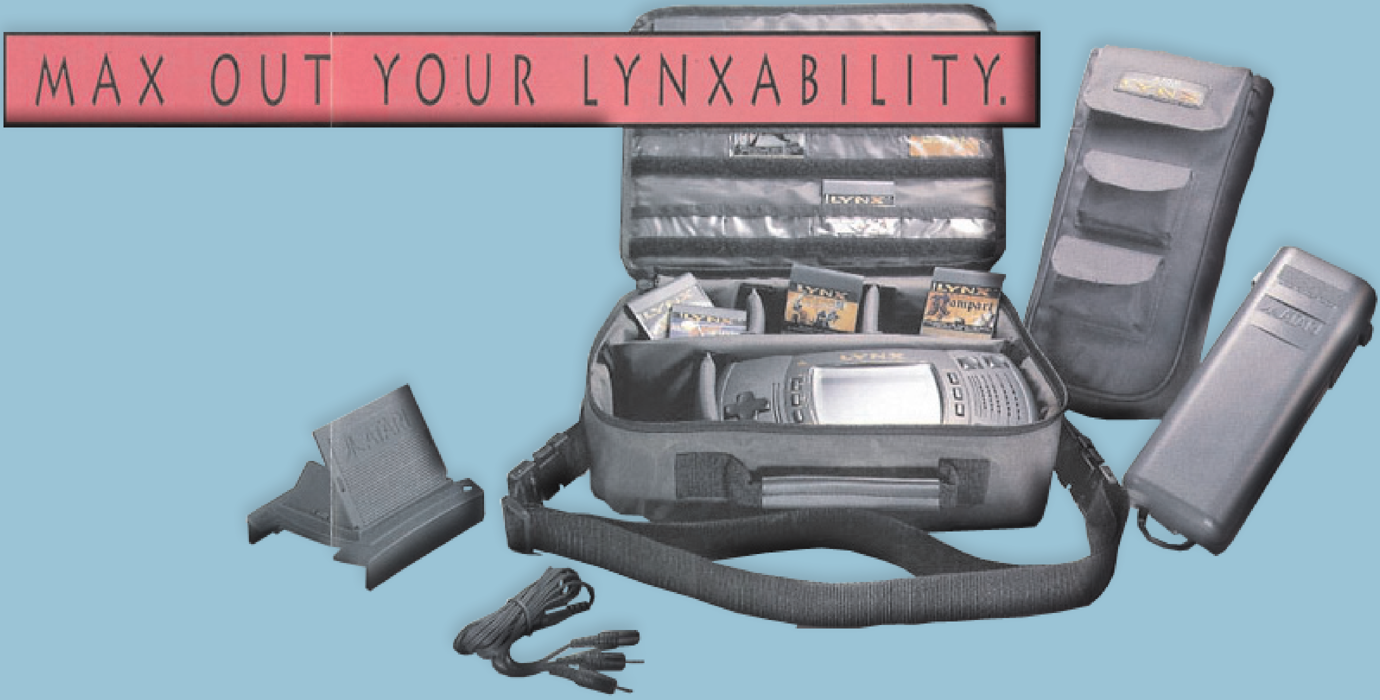
The T-shirts are also on sale at £4.25. Please order on our official order form.

Made in three sizes:
Small – 34"-36"
Medium – 36"-38"
Large – 38"-40"

AC Adaptor

Naki

Holds a Lynx and up to 20 game cartridges. Nylon with adjustable carrying straps. Comes in Black, purple, or teal blue.

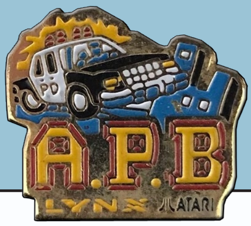

MAX OUT YOUR LYNXABILITY.
LYNX
ATARI

Atari Lynx Pins

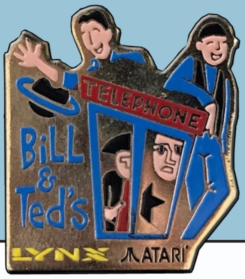
Atari produced official Atari Lynx lapel pins for a number of games. These were never officially released in US but did come inside game boxes for a number of French releases. The pins were mostly for released games except for Vindicators, which never saw a release.

Atari France ran a promotion in 1991 that included betting these pins in versus games on the Atari Lynx against friends. A limited number of Lapel Pin Coffret / Display Cases were also produced during this period.

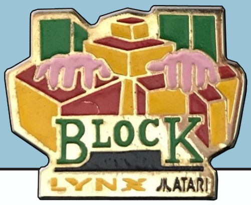
There were 34 game lapel pins in total.


A.P.B
LYNX ATARI

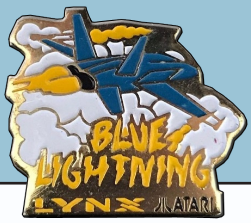
A.P.B.


TELEPHONE
Bill & Ted's
LYNX ATARI

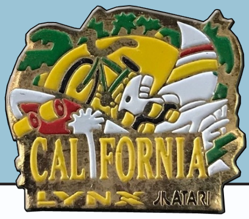
Bill & Teds Excellent Adventure


BLOCK
LYNX ATARI

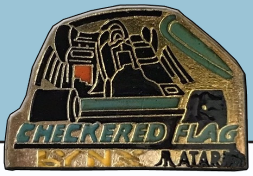
Block Out


BLUE LIGHTNING
LYNX ATARI

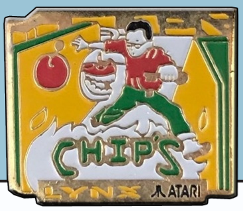
Blue Lightning


CALIFORNIA
LYNX ATARI

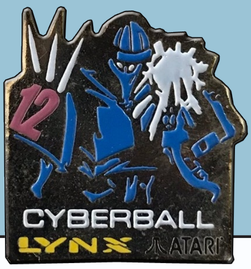
California Games


CHECKERED FLAG
LYNX ATARI

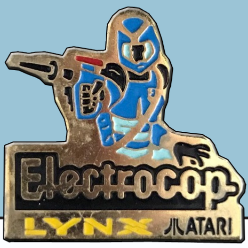
Checkered Flag


CHIP'S
LYNX ATARI

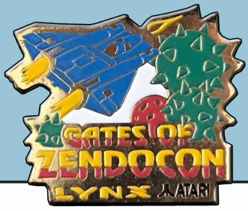
Chips Challenge


12
CYBERBALL
LYNX ATARI

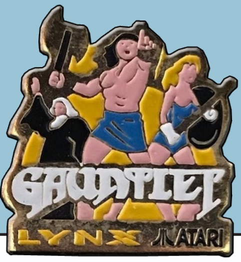
Cyberball


Electrocop
LYNX ATARI

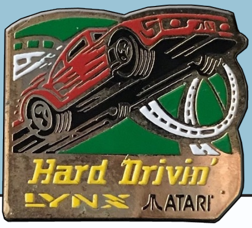
Electrocop


GATES OF ZENDOCON
LYNX ATARI

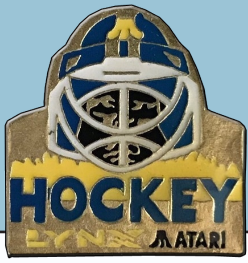
Gates of Zendocon


GAUNTLET
LYNX ATARI

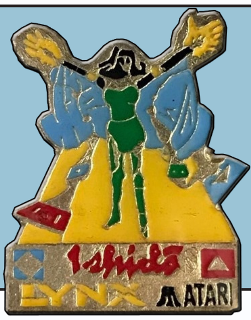
Gauntlet


Hard Drivin'
LYNX ATARI

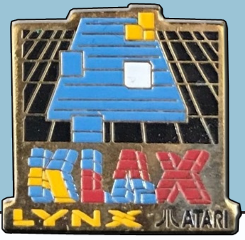
Hard Drivin’


HOCKEY
LYNX ATARI

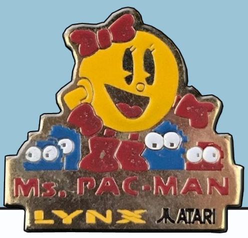
Hockey


Ishido
LYNX ATARI

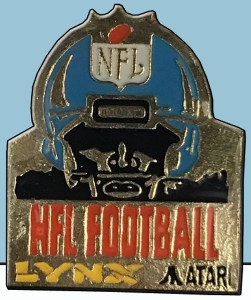
Ishido


KLAX
LYNX ATARI

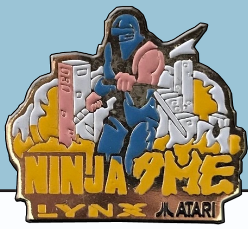
Klax


Ms. PAC-MAN
LYNX ATARI

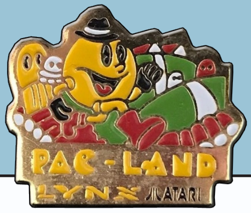
Ms. Pac-Man


NFL
NFL FOOTBALL
LYNX
ATARI

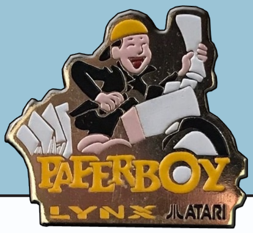
NFL Football



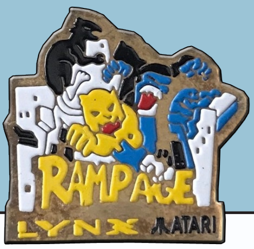
Ninja Gaiden


PAC-LAND
LYNX
ATARI

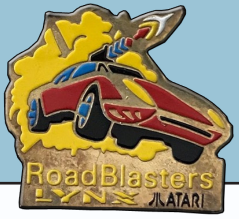
Pac-Land


PAPERBOY
LYNX
ATARI

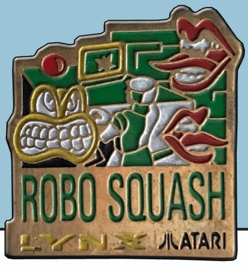
Paperboy


RAMPAGE
LYNX
ATARI

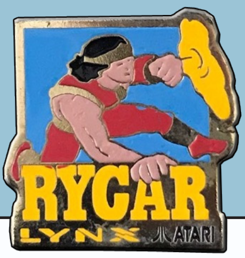
Rampage


RoadBlasters
LYNX
ATARI

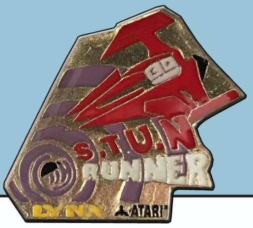
Road Blasters


ROBO SQUASH
LYNX
ATARI

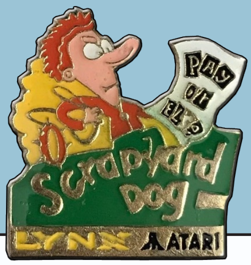
Robo Squash


RYGAR
LYNX
ATARI

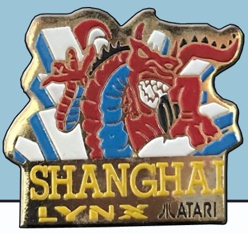
Rygar


S.T.U.N.
RUNNER
LYNX
ATARI

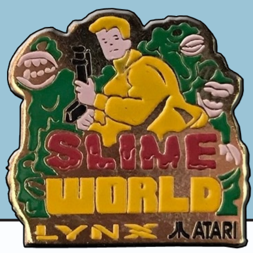
S.T.U.N. Runner


Scrapyard
Dog
LYNX
ATARI

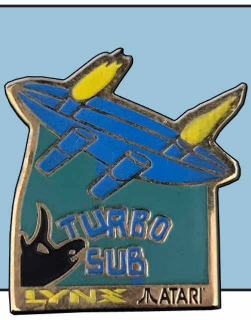
Scrapyard Dog


SHANGHAI
LYNX
ATARI

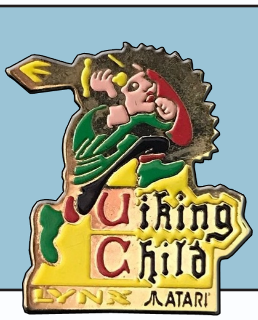
Shanghai


SLIME
WORLD
LYNX
ATARI

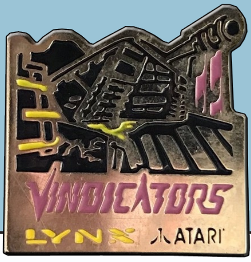
Slime World


TURBO
SUB
LYNX
ATARI

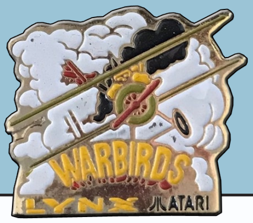
Turbo Sub


Viking
Child
LYNX
ATARI

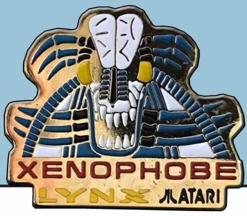
Viking Child


VINDICATORS
LYNX
ATARI

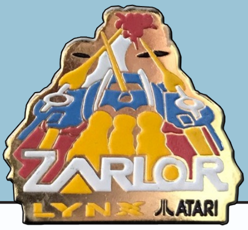
Vindicators


WARBIRDS
LYNX
ATARI

Warbirds


XENOPHOBE
LYNX
ATARI

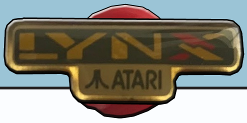
Xenophobe


ZARLOR
LYNX
ATARI

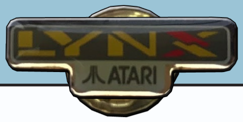
Zarlor

Atari Lynx Pins

In addition to the game pins, there were other pins in the official collection. These were ‘Atari Lynx’ pins. Two variants were produced that looked the same on the front but had different clips on the back.



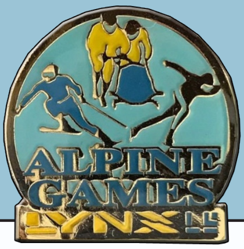
Lynx Pin Badge
(red plastic clip)



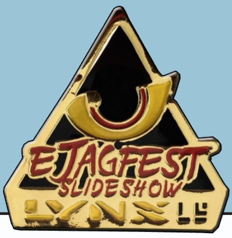
Lynx Pin Badge
(Butterfly clip)

Luchs Soft Pins

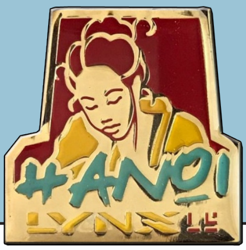
Luchs Soft is a producer who have released several after-market Atari Lynx games. Most of the games came with their own lapel pins.


ALPINE
GAMES
LYNX

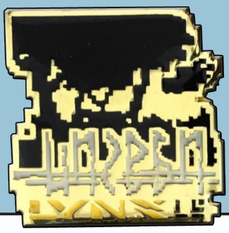
Alpine Games


EJAGFEST
SLIDESHOW
LYNX

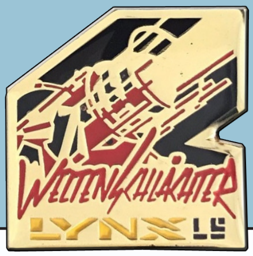
eJagfest Slideshow



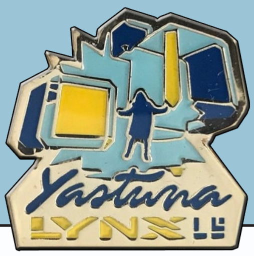
Hanoi



Unseen


Weltenschlächter
LYNX

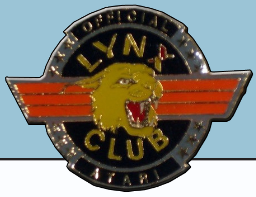
Weltenschlächter


Yastuna
LYNX

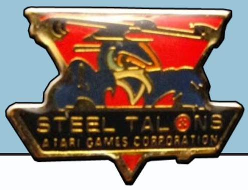
Yastuna

Other Pins

These are two other pins. They were not part of the official collection.


OFFICIAL
LYNX
CLUB
ATARI

Official Australian
Atari Lynx Club


STEEL TALONS
ATARI GAMES CORPORATION

Steel Talons
(not a Lynx pin, but based on the original arcade game.

Lynx Challenge (Defi Lynx) Lapel Pin Promotion

The Lynx Challenge (Defi Lynx) was a promotion ran by Atari France in 1991 that involved players betting lapel pins on whether they would win in head-to-head game challenges.

During this promotion period a number of Lapel Pin Coffret / Display Cases were also made.

DEFI LYNX
ATARI

250 box set

DEFI LYNX
ATARI

100 box set

Lapel Pin Coffret / Display Case

There were two lots of coffret / display case boxes manufactured. Both contained a number of lapel pins, never the complete set however. There was a set of 100 numbered boxes and another set of 250.

These coffrets were made out of wood and had felt/sponge padding on the inside. Each box had ‘DEFI LYNX Atari’ painted on the top cover in gold coloured paint. The rear of the box had its copy number printed in black in the bottom left corner.

Both variants included two of the ‘Atari Lynx’ pins and a selection of game pins.

Tournament Cyberball 2072

The French variant of Tournament Cyberball 2072 included this brochure and order card that outlined the rules of the challenge.

Rules

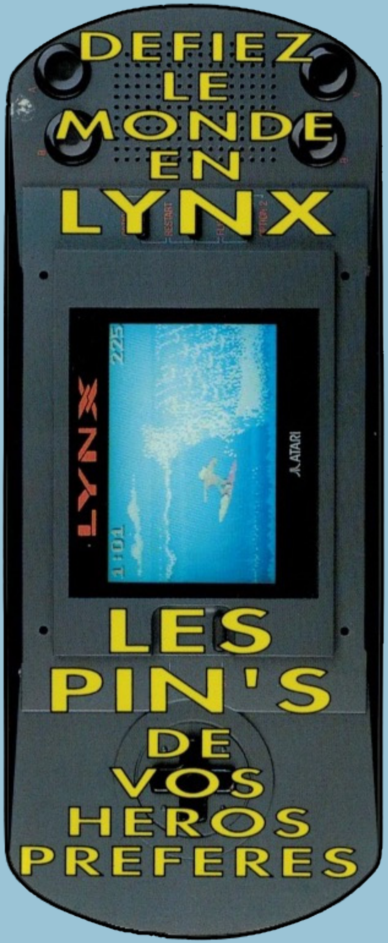
The goal: To get the most number of Lynx pins by winning challenges in games against your friends.

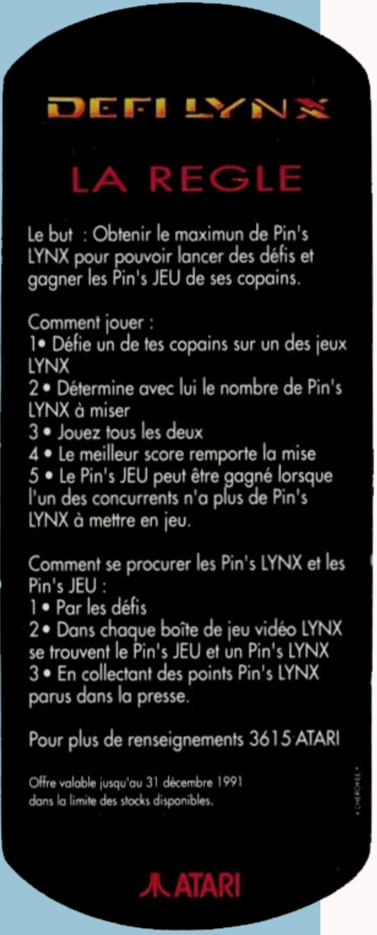
How to play:

1. Challenge one of your friends on one of the Lynx games
2. Agree on the number of Lynx pins to bet
3. Both play the game
4. The highest score wins the bet
5. The pins challenge is won when one of the competitors no longer has any Lynx pins to bet

How to get Lynx pins:

1. Play the challenges
2. In specially marked Lynx video game boxes
3. By collecting Lynx pins points published in the press




DEFI LYNX
ATARI
• CHEROKEE •

LA REGLE

Le but : Obtenir le maximun de Pin's LYNX pour pouvoir lancer des défis et gagner les Pin's JEU de ses copains.

Comment jouer :
1• Défie un de tes copains sur un des jeux LYNX
2 • Détermine avec lui le nombre de Pin's LYNX à miser
3 • Jouez tous les deux
4 • Le meilleur score remporte la mise
5 • Le Pin's JEU peut être gagné lorsque l'un des concurrents n'a plus de Pin's LYNX à mettre en jeu.

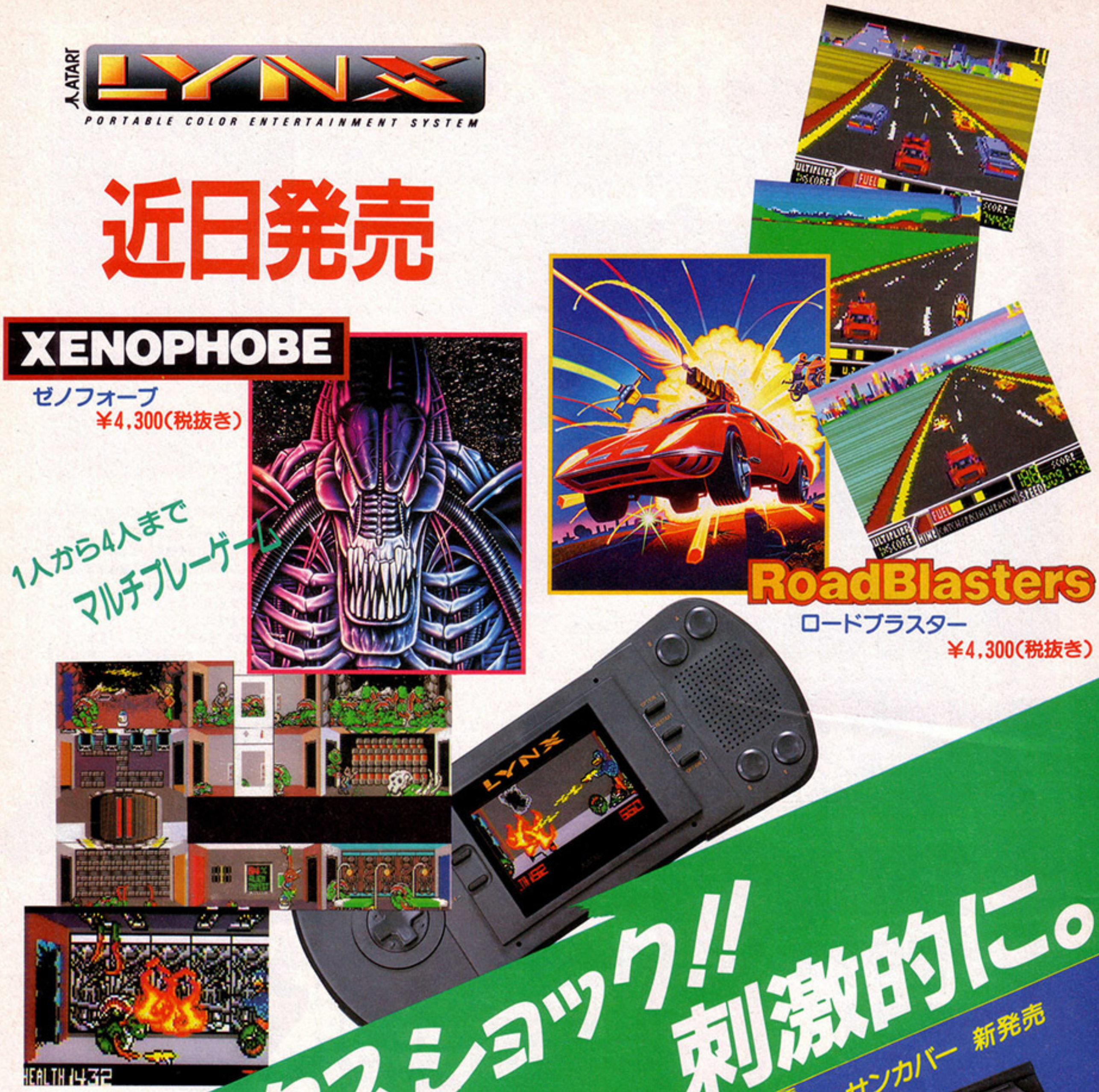
Comment se procurer les Pin's LYNX et les Pin's JEU :
1 • Par les défis
2• Dans chaque boîte de jeu vidéo LYNX se trouvent le Pin's JEU et un Pin's LYNX
3 • En collectant des points Pin's LYNX parus dans la presse.

Pour plus de renseignements 3615 ATARI

Offre valable jusqu'au 31 décembre 1991
dans la limite des stocks disponibles.

ATARI LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM

近日発売



XENOPHOBE

ゼノフォーブ
¥4,300(税抜き)

1人から4人まで
マルチプレーゲーム

RoadBlasters

ロードブラスター
¥4,300(税抜き)

リンクスショック!! 刺激的に。

サンカバー　新発売

陽差しの強い屋外でリンクスを楽しむ
ためのオプショナル グッズ
横画面専用
¥900(税別)

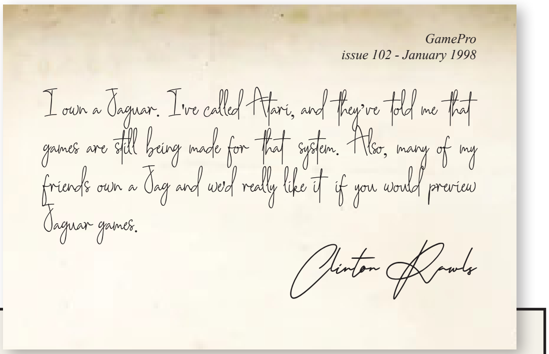
ームーミン リンクス テレホン サービスー
東京03-455-6161
大阪06-251-4001

新作ソフト情報や、お近くにリンクス取り扱い店が見つからない場合の取り扱い店紹介など、どんな質問にもお答えします。

製 造 元　ATARI JAPAN CORPORATION
総発売元　mumin 株式会社ムーミン
本　　社〒105 東京都港区芝3-1-14 日本生命赤羽橋ビル7F
大阪支店〒545 大阪市中央区東心斎橋1-3-4 日本生命長堀橋ビル5F

Mr. J. Blow
123 Main St.
Sometown, USA 10012
INTERFACE: LETTERS TO THE EDITOR

Letters from readers sent to video game magazines.



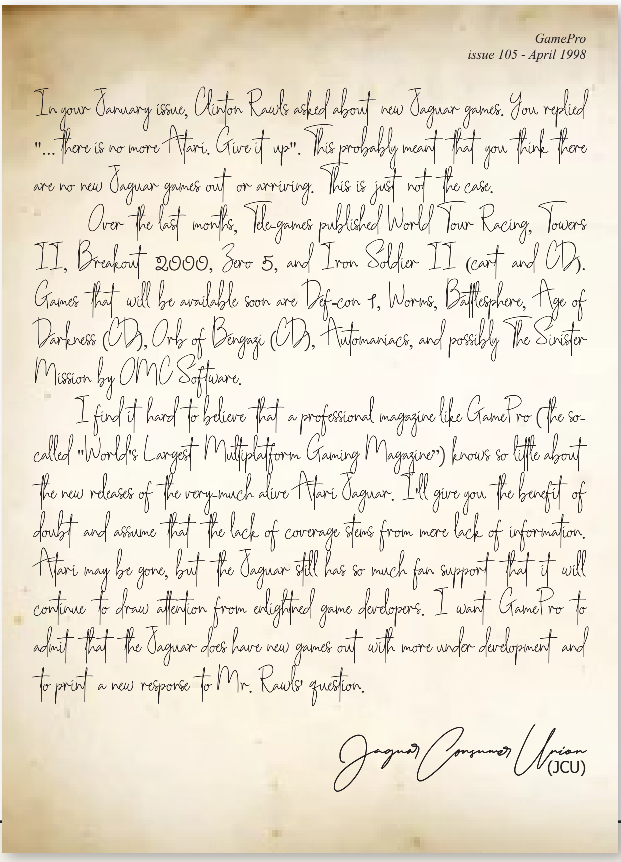
GamePro
issue 102 - January 1998

I own a Jaguar. I've called Atari, and they've told me that games are still being made for that system. Also, many of my friends own a Jag and we'd really like it if you would preview Jaguar games.

Clinton Rawls

GamePro
issue 102 - January 1998

Answer from the editorial. -
Are you sure you didn't dial a wrong number? Because Atari doesn't exist anymore. Atari Games creates great arcade titles, but there is no more Atari. Give it up. The Jaguar is a great collector's item, but it has less chance of coming back to life that Marv Albert's broadcasting career.



GamePro
issue 105 - April 1998

In your January issue, Clinton Rawls asked about new Jaguar games. You replied "... there is no more Atari. Give it up". This probably meant that you think there are no new Jaguar games out or arriving. This is just not the case.

Over the last months, Telegames published World Tour Racing, Towers II, Breakout 2000, Zero 5, and Iron Soldier II (cart and CD). Games that will be available soon are Def-con 1, Worms, Battlesphere, Age of Darkness (CD), Orb of Bengazi (CD), Automaniacs, and possibly The Sinister Mission by OMC Software.

I find it hard to believe that a professional magazine like GamePro (the so-called "World's Largest Multiplatform Gaming Magazine") knows so little about the new releases of the very-much alive Atari Jaguar. I'll give you the benefit of doubt and assume that the lack of coverage stems from mere lack of information. Atari may be gone, but the Jaguar still has so much fan support that it will continue to draw attention from enlighted game developers. I want GamePro to admit that the Jaguar does have new games out with more under development and to print a new response to Mr. Rawls' question.

Jaguar Consumer Union (JCU)

GamePro
issue 105 - April 1998

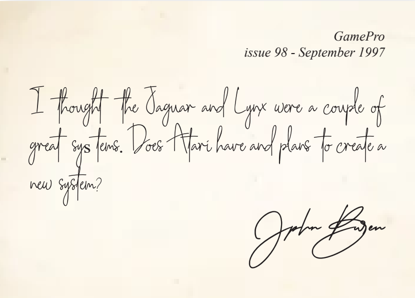
Answer from the editorial. -
Thanks so much for bringing to our attention the plight of Atari Jaguar fans the world over. We also commend the JCU on its call to write informative, mature e-mail responses to us. It certanly helps to read a good rebuttal to something we wrote.

However...

We disagree with the JCU members who claim that we "sell ourselves body and soul to Nintendo and Sony." We sell ourselves to no one, except to our readers. Your 200-member organization doesn't represent our entire readership, though you probably feel your voice must be heard above the others. Regardless of the number of gamers who still support the Jaguar, our editorial goal is to support the gaming interest of the majority of our half-million readers. It's not always easy to do that without appearing to favour somebody.

As far as our admitting that the Jaguar does have new games, with more under development, consider it done. In fact, we're planning to review a few of those new games in a future issue. We have never avoided a topic just because we may have been wrong. We like to stay on top of our industry, and letters like yours help us do that.

In closing, let us say that in order for us to review games, they must be submitted to us by the company that publishes them. We've never heard from any of the companies you listed. Ever. So to the member who suggested that the JCU "will get through to [GamePro] to open [our] minds and close [our] mouths," we suggest you do the same. We're sorry we overlooked a few titles in the wide-open universe of video games. But GamePro covers the new, the hot, the best... and not the forgotten. As a further testament to our "professionalism" we've e-mailed responses to everyone who sent letters. We hope this ends the matter.



GamePro
issue 98 - September 1997

I thought the Jaguar and Lynx were a couple of great systems. Does Atari have and plans to create a new system?

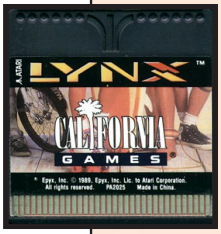
John Bowen

GamePro
issue 98 - September 1997

Answer from the editorial. -
We hope not.

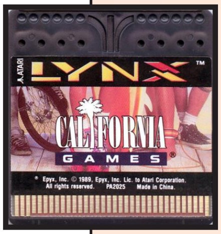
CARTRIDGE VARIATION

(from atariage.com)



Flat Label

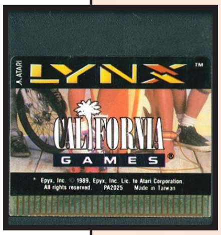
When Atari released the Lynx in 1989, there were five games available: California Games, Blue Lightning, Electrocop, Gates of Zendocon, and Chip's Challenge. These first five games are the only cartridges available in this particular flat cartridge style. These cartrides have a row of dimples on the end of the cartridge and a tiny ridge on the same edge. The dimples allow these cartridges to stack quite well, but unfortunately they were often quite difficult to extract from the original Lynx. The tiny lip on the end of the cartridge might have been useful had it been facing the opposite direction. Atari would soon forego these flat cartridges by adding ridges to the bottom to make them easier to remove.



Ridged label

Quickly after the release of the Lynx, people complained that the cartridges were difficult to remove once inserted. While cartridges were easy to insert, there was no easy to way to grip the cartridges when trying to remove them. In order to address this problem, Atari added two ridges to the back of the cartridge, facilitating much easier removal. From the front, these cartridges are very similar in appearance to the flat cartridge style, except for eight small holes directly opposite the ridges. Unfortunately, the addition of these ridges removed the ability to conveniently stack cartridges. Atari would later switch to a third and final curved lip cartridge style for these and all future Lynx releases.

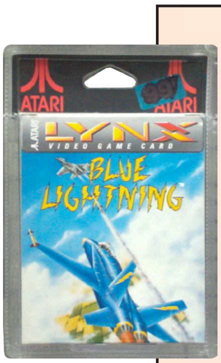
Of the three cartridge styles Atari produced for the Lynx, these Ridged carts are the rarest. All five of Atari's original Lynx releases were produced in this cartridge style, as well as the later Gauntlet release.



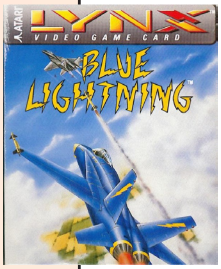
Curved Lip label

This cartridge style was Atari's third for the Lynx, after the flat and ridged styles. This style did away with the dimples on the end of the cartridge and replaced it with a curved lip that bends downwards when looking at the cartridge from the top. This curved lip makes Lynx cartridges much easier to remove than Atari's previous attempts. Atari also removed the embedded fuji symbol on the front of the cartridge, but kept a smaller version of the logo on the back. All Lynx games produced by Atari can be found in this cartridge style, including the original five Lynx releases. While these cartridges do not stack very well, they are easier to store than the ridged style.

BOX VARIATIONS



Blister Pack



Standard
(No Stripe) Box

Games for Atari Lynx were released in a number of different packages. Some games, like Blue Lightning, came in several different variations; four different boxes, and three different cartridges, making eight different commercially released variations.

Standard Box

This is the most common box. This type of box were released in every region, including North America, Europe and Japan.

Standard (no stripe) Box

Four games were released in the "no strip" box. This is a standard box, but without the grey stripe on the right side of the box.

Japanese

Some of the games released for the Japanese market contained Japanese packaging and / or manuals.

French

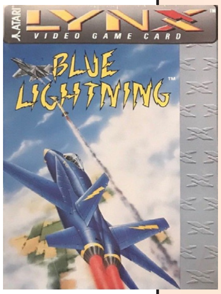
Some titles that were released in the French market, included one or more lapel pins inside the box and had the words "Pin's Gratuits" on a sticker on the front of the box.

Big Box

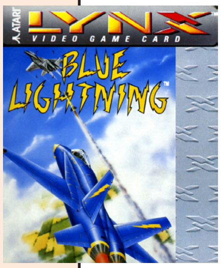
Early releases of official titles that came in larger boxes than the standard, commonly used box size for most of the Lynx games. These boxes were around the size of Atari 2600 boxes

Blister Pack

Half of the game catalogue came with as a blister pack variation. The blister pack is just a plastic shell containing the game box and it's content.



Big Box



Standard Box

CHECKLIST FOR COMMERCIAL RELEASED ATARI LYNX GAMES

Name	Cartridge/Box Type	F	Rarity	C	I	B	pg.
APB	Curved Lip / Standard Box	N	3 / 23				30
APB	Curved Lip / Standard Box	Fr	28				30
Awesome Golf	Curved Lip / Standard Box	N	4+ / 31				31
Awesome Golf	Curved Lip / Blister Pack	N	44				31
Baseball Heroes	Curved Lip / Standard Box	N	4+ / 31				34
Basketbrawl	Curved Lip / Standard Box	N	3 / 22				34
Basketbrawl	Curved Lip / Blister Pack	N	33				34
Batman Returns	Curved Lip / Standard Box	N	2 / 34				33
Batman Returns	Curved Lip / Blister Pack	N	38				33
BattleWheels	Curved Lip / Standard Box	N	5 / 42				36
Battlezone 2000	Curved Lip / Standard Box	N	5 / 60				38
Bill & Ted's Excellent Adventure	Curved Lip / Standard Box	N	2 / 22				38
Bill & Ted's Excellent Adventure	Curved Lip / Blister Pack	N	32				38
Bill & Ted's Excellent Adventure	Curved Lip / Standard Box	Fr	64				38
Block Out	Curved Lip / Standard Box	N	3 / 37				42
Block Out	Curved Lip / Blister Pack	N	58				42
Block Out	Curved Lip / Standard Box	Fr	58				42
Blue Lightning	Flat / Standard Box	N	5 / 48				41
Blue Lightning	Ridged / Standard Box	N	6 / 54				41
Blue Lightning	Curved Lip / Standard Box	N	4 / 42				41
Blue Lightning	Curved Lip / Blister Pack	N	57				41
Blue Lightning	Curved Lip / Standard Box (No Stripe)	N	59				41
Blue Lightning	Curved Lip / Big Box	N	64				41
Blue Lightning	Curved Lip / Big Box (Color Manual)	Jp	65				41
Blue Lightning	Curved Lip / Big Box (B&W Manual)	Jp	65				41
California Games	Flat / Standard Box	N	4 / 29				42
California Games	Ridged / Standard Box	N	5 / 35				42
California Games	Curved Lip / Standard Box	N	3 / 24				42
California Games	Curved Lip / Standard Box	Fr	44				42
California Games	Curved Lip / Big Box (Thin)	Jp	54				42
Checkered Flag	Curved Lip / Standard Box	N	3 / 33				35
Chip's Challenge	Flat / Standard Box	N	4 / 29				35
Chip's Challenge	Ridged / Standard Box	N	5 / 37				35
Chip's Challenge	Curved Lip / Standard Box	N	2 / 21				35
Chip's Challenge	Curved Lip / Standard Box	Fr	25				35
Chip's Challenge	Curved Lip / Standard Box (No Stripe)	N	30				35
Chip's Challenge	Curved Lip / Standard Box	Jp	32				35
Crystal Mines II	Curved Lip / Standard Box	N	2 / 18				44
Crystal Mines II	Curved Lip / Blister Pack	N	25				44
Desert Strike	Curved Lip / Standard Box	N	7 / 58				43
Dinolympics	Curved Lip / Standard Box	N	3 / 32				45
Dirty Larry - Renegade Cop	Curved Lip / Standard Box	N	3 / 23				44
Dirty Larry - Renegade Cop	Curved Lip / Blister Pack	N	29				44
Double Dragon	Curved Lip / Standard Box	N	7 / 58				46
Dracula - The Undead	Curved Lip / Standard Box	N	4 / 31				46
Dracula - The Undead	Curved Lip / Blister Pack	N	38				46
Electrocop	Flat / Standard Box	N	5 / 41				47
Electrocop	Ridged / Standard Box	N	6 / 47				47

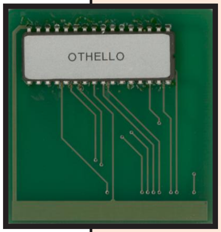
Name	Cartridge/Box Type	F	Rarity	C	I	B	pg.
Electrocop	Curved Lip / Standard Box	N	4 / 35				47
Electrocop	Curved Lip / Blister Pack	N	53				47
Electrocop	Flat / Standard Box	Fr	56				47
Electrocop	Curved Lip / Standard Box (No Stripe)	N	57				47
Electrocop	Flat / Big Box	N	59				47
Electrocop	Flat / Big Box	Jp	61				47
European Soccer Challenge	Curved Lip / Standard Box	N	7 / 51				48
Fidelity Ultimate Chess Challenge	Curved Lip / Standard Box	N	6 / 37				48
Gates of Zendocon	Curved Lip / Standard Box	N	2 / 25				49
Gates of Zendocon	Flat / Standard Box	N	4 / 33				49
Gates of Zendocon	Curved Lip / Standard Box	Fr	38				49
Gates of Zendocon	Ridged / Standard Box	N	5 / 39				49
Gates of Zendocon	Curved Lip / Standard Box (No Stripe)	N	44				49
Gates of Zendocon	Flat / Big Box	N	46				49
Gates of Zendocon	Flat / Big Box	Jp	50				49
Gauntlet: The Third Encounter	Curved Lip / Standard Box	N	4 / 36				50
Gauntlet: The Third Encounter	Curved Lip / Standard Box	Fr	44				50
Gauntlet: The Third Encounter	Ridged / Standard Box	Jp	48				50
Gauntlet: The Third Encounter	Ridged / Standard Box	N	5				50
Gordo 106	Curved Lip / Standard Box	N	4 / 42				54
Hard Drivin’	Curved Lip / Standard Box	N	5 / 42				53
Hard Drivin’	Curved Lip / Standard Box	Fr	65				53
Hockey	Curved Lip / Standard Box	N	4 / 31				50
Hockey	Curved Lip / Blister Pack	N	38				50
Hydra	Curved Lip / Standard Box	N	2 / 17				55
Hydra	Curved Lip / Blister Pack	N	24				55
Ishido: The Way of the Stones	Curved Lip / Standard Box	N	2 / 20				53
Ishido: The Way of the Stones	Curved Lip / Standard Box	Fr	26				53
Ishido: The Way of the Stones	Curved Lip / Blister Pack	N	26				53
Jimmy Connors’ Tennis	Curved Lip / Standard Box	N	3 / 21				57
Joust	Curved Lip / Standard Box	N	4 / 39				55
Joust	Curved Lip / Standard Box	Fr	57				55
Joust	Curved Lip / Blister Pack	N	57				55
KLAX	Curved Lip / Standard Box	N	2 / 21				58
KLAX	Curved Lip / Blister Pack	N	26				58
KLAX	Curved Lip / Standard Box	Fr	29				58
KLAX	Other / Standard Box	Jp	70				58
KLAX	Other / Standard Box (No Music)	Jp	85				58
Kung Food	Curved Lip / Standard Box	N	1 / 17				57
Kung Food	Curved Lip / Blister Pack	N	25				57
Kung Food	Curved Lip / Standard Box	Fr	25				57
Lemmings	Curved Lip / Standard Box	N	6 / 65				56
Lynx Casino	Curved Lip / Standard Box	N	5 / 39				57
Lynx Casino	Curved Lip / Blister Pack	N	55				57
Lynx Casino	Curved Lip / Standard Box	Fr	55				57
Malibu Bikini Volleyball	Curved Lip / Standard Box	N	3 / 19				58
Ms. Pac-Man	Curved Lip / Standard Box	N	3 / 35				60
Ms. Pac-Man	Curved Lip / Blister Pack	N	45				60
Ms. Pac-Man	Curved Lip / Standard Box	Jp	50				60
NFL Football	Curved Lip / Standard Box	N	4 / 36				61

Name	Cartridge/Box Type	F	Rarity	C	I	B	pg.
Ninja Gaiden	Curved Lip / Standard Box	N	4 / 44				62
Ninja Gaiden	Curved Lip / Standard Box	Fr	50				62
Ninja Gaiden III: The Ancient Ship of Doom	Curved Lip / Standard Box	N	3 / 37				64
Pac-Land	Curved Lip / Standard Box	N	4 / 46				61
Pac-Land	Curved Lip / Standard Box	Fr	50				61
Paperboy	Curved Lip / Standard Box	N	3 / 27				60
Paperboy	Curved Lip / Standard Box	Fr	35				60
Paperboy	Curved Lip / Blister Pack	N	35				60
Paperboy	Curved Lip / Standard Box	Jp	40				60
Pinball Jam	Curved Lip / Standard Box	N	2 / 25				62
Pinball Jam	Curved Lip / Blister Pack	N	30				62
Pit-Fighter	Curved Lip / Standard Box	N	3 / 22				65
Power Factor	Curved Lip / Standard Box	N	2 / 17				67
Qix	Curved Lip / Standard Box	N	3 / 23				66
Rampage	Curved Lip / Standard Box	N	5 / 45				71
Rampage	Curved Lip / Blister Pack	N	54				71
Rampage	Curved Lip / Standard Box	Fr	55				71
Rampage	Curved Lip / Standard Box	Jp	56				71
Rampart	Curved Lip / Standard Box	N	2 / 22				71
Rampart	Curved Lip / Blister Pack	N	27				71
RoadBlasters	Curved Lip / Standard Box	N	3 / 28				69
RoadBlasters	Curved Lip / Blister Pack	N	36				69
RoadBlasters	Curved Lip / Standard Box	Jp	41				69
Robo-Squash	Curved Lip / Standard Box	N	2 / 19				67
Robo-Squash	Curved Lip / Blister Pack	N	23				67
Robo-Squash	Curved Lip / Standard Box	Fr	23				67
Robo-Squash	Curved Lip / Standard Box	Jp	29				67
Robo-Squash	Curved Lip / Micro World Box	N	24				67
Robotron: 2084	Curved Lip / Standard Box	Fr	27				66
Robotron: 2084	Curved Lip / Standard Box	N	3 / 27				66
Rygar	Curved Lip / Standard Box	N	3 / 34				72
Rygar	Curved Lip / Standard Box	Fr	51				72
Rygar	Curved Lip / Standard Box	Jp	54				72
S.T.U.N. Runner	Curved Lip / Standard Box	N	3 / 24				69
S.T.U.N. Runner	Curved Lip / Standard Box	Fr	32				69
Scrapyard Dog	Curved Lip / Standard Box	N	3 / 33				70
Scrapyard Dog	Curved Lip / Standard Box	Fr	39				70
Shadow of the Beast	Curved Lip / Standard Box	N	2 / 23				75
Shadow of the Beast	Curved Lip / Blister Pack	N	29				75
Shanghai	Curved Lip / Standard Box	N	2 / 21				72
Shanghai	Curved Lip / Standard Box	Fr	27				72
Shanghai	Curved Lip / Blister Pack	N	27				72
Shanghai	Curved Lip / Standard Box	Jp	33				72
Steel Talons	Curved Lip / Standard Box	N	1 / 15				74
Steel Talons	Curved Lip / Blister Pack	N	22				74
Super Asteroids & Missile Command	Curved Lip / Standard Box	N	4 / 64				76
Super Off Road	Curved Lip / Standard Box	N	7 / 64				74
Super Skweek	Curved Lip / Standard Box	N	2 / 17				77
Super Skweek	Curved Lip / Blister Pack	N	22				77
Switchblade II	Curved Lip / Standard Box	N	3 / 29				76

Name	Cartridge/Box Type	F	Rarity	C	I	B	pg.
Switchblade II	Curved Lip / Blister Pack	N	44				76
Todd's Adventures in Slime World	Curved Lip / Standard Box	N	2 / 23				78
Todd's Adventures in Slime World	Curved Lip / Standard Box	Fr	26				78
Todd's Adventures in Slime World	Curved Lip / Blister Pack	N	26				78
Todd's Adventures in Slime World	Curved Lip / Standard Box	Jp	33				78
Toki	Curved Lip / Standard Box	N	3 / 29				61
Toki	Curved Lip / Blister Pack	N	38				61
Tournament Cyberball 2072	Curved Lip / Standard Box	N	1 / 16				80
Tournament Cyberball 2072	Curved Lip / Standard Box	Fr	24				80
Turbo Sub	Curved Lip / Standard Box	N	3 / 23				70
Turbo Sub	Curved Lip / Standard Box	Fr	31				70
Viking Child	Curved Lip / Standard Box	N	3 / 25				81
Viking Child	Curved Lip / Standard Box	Fr	31				81
Warbirds	Curved Lip / Standard Box	N	4 / 34				82
Warbirds	Curved Lip / Standard Box	Fr	46				82
World Class Fussball/Soccer	Curved Lip / Standard Box	N	4 / 39				82
Xenophobe	Curved Lip / Standard Box	N	3 / 49				81
Xenophobe	Curved Lip / Standard Box	Ge	65				81
Xenophobe	Curved Lip / Standard Box	Jp	64				81
Xybots	Curved Lip / Standard Box	N	1 / 14				80
Xybots	Curved Lip / Blister Pack	N	19				80
Zarlor Mercenary	Curved Lip / Standard Box	N	3 / 31				83
Zarlor Mercenary	Curved Lip / Standard Box	Fr	34				83
Zarlor Mercenary	Curved Lip / Blister Pack	N	34				83
Zarlor Mercenary	Curved Lip / Standard Box	Jp	39				83

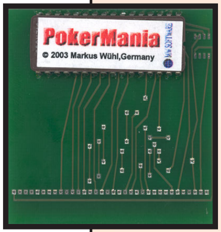
CARTRIDGE VARIATION

(from atariage.com)



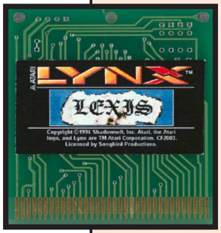
Green PCB 1

This is a green circuit board with what appears to be a hand soldered EPROM on the back side. The circuit board is roughly the size of a plastic Lynx cartridge and has rounded corners. The only game that is know of that uses this particular style is Harry Dodgson's Othello.



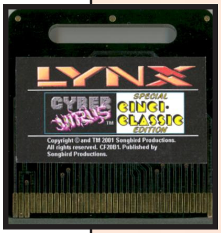
Green PCB 2

This cartridge style is similar in appearance to the Green PCB 1 style, but there are several differences. These cartridges are slightly shorter in length, are a darker shade of green, and do not have rounded corners. The game's EPROM appears to be hand soldered to the circuit board. The side of the board opposite the EPROM has the number "9913" printed on it. Cartridges in this style were produced only by Telegames and B. Schick.



Green PCB 3

These green cartridges also use an exposed circuit board, but are taller in height than previous incarnations. These cartridges feature a much smaller surface mount chip, although there appears to be space on the board for a conventional EPROM. The text, "LC1 REV A (C) SEMAG 1999" is adorned on the same side of the board as the chip. Only two games are known to be produced with this cartridge style, both from Songbird Productions.



Black PCB

These black cartridges appear to be an improvement on the earlier Green PCB 3 style. These cartridges also feature an exposed circuit board with a small, surface mount chip, although most of the board has a black coating. "Atariage" presume this is to help protect the signal traces as well as better match the color of the original Lynx carts. These cartridges feature the text, "LC3 REV A (C) SEMAG 2000", as well as "Long Live the Lynx!" on the side of the cartridge the chip is soldered to. In addition, there is a wide hole at the top of these carts, probably to aid in removing the carts from a Lynx. Songbird Productions is the only company producing cartridges in this style.

BOX VARIATION *(from atariage.com)*

Several homebrew games which were released on physical carts comes with creative and professional packaging and manuals.

Some of the different packages games came in includes;

Standard Boxes - cardboard boxes similar to the official Atari standard packages. Used by Telegames re-releases of official games.

CD/Jewel Case - games is often released in CD cases.

Clamshell - some games were released in clamshell cases. These were often games released in limited quantities and sold at a higher price.

3D Printed Cases - hard plastic cases.
Capsule Cases - several games came in capsule cases with a variation of colors.

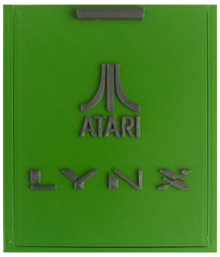
Ring Binder Case - these were smaller plastic cases.

SUPER OFF ROAD
LYNX
TELEGAMES

Standard Box

ATARI
LYNX
TELEGAMES
BUBBLE TROUBLE

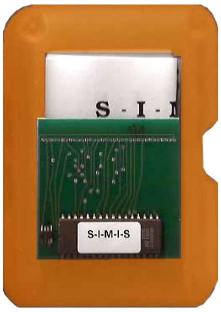
Jewel Case



3D Printed Cases

EXCITING FUN
with
BUBBLE TROUBLE
featuring
'Travis'
TELEGAMES

Standard Box



Capsule Cases

HOTDOG
LYNX
PHASE GAMES

Ring Binder Case

CHECKLIST FOR HOMEBREW GAMES

Name	Cartridge/Box Type	Rarity	C	I	B	pg.
2048	download only	X				87
4TTUDE	download only	X				87
4TTUDE v1.2	download only	X				87
A Bug's Lynx	download only	X				87
A Bug's Lynx eJagFest 2018 Edition	download only	X				87
Alien	download only	X				87
Allein (Alone) Demo	download only	X				88
Alpine Games (Duranik Rerun)	Red PCB / Standard Box	79				88
Alpine Games (Luchs Soft)	3D Printed / Standard Box	34				88
Alpine Games (Original)	Green PCB / Capsule Box (orange)	81				88
Alpine Games Bonus Card (Duranik Rerun)	Red PCB / Standard Box	84				88
Alpine Games Bonus Card (Original)	Green PCB / Capsule Box (orange)	86				88
Always winter, never Christmas	3D Printed	22				88
Anti A-Bomb Aircraft Artillery	download only	X				89
Assembloids	download only	X				89
Atari Tabletops Collection #1	download only	X				90
Atomix	download only	X				90
Autostereogram Volume 1	download only	X				92
Autostereogram Volume 2	download only	X				92
Bars	download only	X				91
Battlespace	download only	X				91
Berzerkoids	download only	X				89
Biniax	download only	X				89
Bitchy	Blue PCB / Standard Box	95				90
BoBo	download only	X				91
Booster	download only	X				92
Bubble Trouble	Curved Lip / CD/Jewel Case	55				93
Bubble Trouble	Green PCB / Clamshell (Telegames)	7 / 68				93
Bubble Trouble	Black PCB / CD/Jewel Case	79				93
C-Gull	download only	X				91
CGE 5th	Black PCB	X				92
CHIP-8 Emulator	download only	X				93
Catkanoid	download only	X				94
Championship Rally	Curved Lip / CD/Jewel Case	48				95
Championship Rally	Black PCB / CD/Jewel Case	7 / 74				95
Chopper X	download only	X				93
Clicks!	download only	X				94
Columns	download only	X				96
Conquistador	download only	X				91
Cross Chase	download only	X				96
Crystal Mines II : Buried Treasure	Curved Lip (Non-Atari) / CD/Jewel Case	50				94
Crystal Mines II : Buried Treasure	Black PCB / CD/Jewel Case	62				94
Crystal Mines II : Buried Treasure Expansion CD	Other / CD/Jewel Case	45				94
Cyber Virus	Curved Lip (Non-Atari) / CD/Jewel Case	53				97
Cyber Virus	Black PCB / CD/Jewel Case	7 / 64				97
Cyber Virus: CinciClassic Edition	Black PCB / CD/Jewel Case	8 / 54				97
Death Cartridge	Red PCB / Ring Binder Case	X				90
Dice Board Game	download only	X				98

Name	Cartridge/Box Type	Rarity	C	I	B	pg.
Eggsavier's Cackleberry Rescue	download only	X				97
Eye of the Beholder	Black PCB / CD/Jewel Case	86				98
Eye of the Beholder	Green PCB / Clam Shell (Clear) (Video61)	86				98
Fat Bobby	Black PCB / CD/Jewel Case	7 / 61				92
Fat Bobby	Curved Lip / CD/Jewel Case	67				92
Find a way to my heart	download only	X				97
Fishing for Atari	download only	X				96
Fission	download only	X				99
Flappy Bird (Testing)	3D Printed	20				99
Glob Shoot	download only	X				99
Griel's Quest for the Sangraal	download only	X				100
Grime 6502	download only	X				99
Growing Ties	download only	X				100
Hanoi	3D Printed / Standard Box	29				96
Hotdog	Blue PCB / Ring binder Case	90				101
Hotdog April Fools	download only	X				101
Hyperdrome	Curved Lip (Non-Atari) / CD/Jewel Case	61				101
Hyperdrome	Black PCB / CD/Jewel Case	75				101
Hyperdrome	Green PCB / CD/Jewel Case	7 / 79				101
Jellybeans	download only	X				100
Jungle Jack	download only	X				101
Karateboy	download only	X				102
Kistenschieben	download only	X				102
Knight Moves	download only	X				103
Lawnmower	download only	X				98
Lexis	Curved Lip (Non-Atari) / CD/Jewel Case	47				100
Lexis	Green PCB / CD/Jewel Case	58				100
Limny	download only	X				103
Loopz	Curved Lip (Non-Atari) / CD/Jewel Case	38				104
Loopz	Black PCB / CD/Jewel Case	79				104
Loopz	Green PCB	82				104
Luchsenstein 3D	download only	X				104
Lynx Blast / Dynalynx	download only	X				105
Lynx Ops	download only	X				105
Lynx Othello	Green PCB / Clam Shell (Clear)	7 / 77				102
Lynx Quest	download only	X				102
Lynx Tris	download only	X				103
Lynx Virus (April Fool's)	download only	X				106
Lynxopoly	White PCB / Ring binder Case	50				105
Marble Madness	download only	X				106
Marlboro Man	Green PCB	60				107
MegaPak 1	3D Printed / CD/Jewel Case	47				107
MegaPak 1	Black PCB / CD/Jewel Case	68				107
Mines 2	download only	X				106
Mortal Kombat (SV2k19 Version)	download only	X				108
MultiPong 1k	download only	X				109
Nomad Rally 2018 Demo	download only	X				109
Nutmeg	download only	X				105

Name	**Cartridge/Box Type**	**Rarity**	**C**	**I**	**B**	**pg.**
Nyan Cat	download only	X				108
Odynexus: Journey to Ithaca (Demo)	download only	X				103
Odynexus: Journey to Ithaca (SV2k19 Version)	download only	X				103
On Duty	download only	X				104
Othello	download only	X				110
Ouragan	download only	X				110
P.I.T.S. Driving School	Green PCB	50				109
Peg Solitaire	download only	X				111
Poker	Black PCB / Ring binder Case	95				111
Poker 110 / Nezumi kun to POKER shiyouyo	download only	X				111
PokerMania	Green PCB / Capsule Box (white)	75				111
Pong 4 Fun	download only	X				110
Ponx	Curved Lip (Non-Atari) / CD/Jewel Case	45				106
Ponx	Black PCB / CD/Jewel Case	58				106
Ponx	Green PCB / CD/Jewel Case	7 / 64				106
Pounce!	Green PCB / Clam Shell (Clear) (Video61)	70				107
Push Around the World	download only	X				108
Puzzler 2000	download only	X				109
Quadromania	Curved Lip (Non-Atari) / Standard Box	24				112
RabbiLynx	download only	X				113
Raid on TriCity	download only	X				116
Raiden	Curved Lip (Non-Atari) / CD/Jewel Case	61				113
Raiden	Black PCB / CD/Jewel Case	75				113
Rapid Racer	download only	X				112
Reiko’s Robot Run	3D Printed	22				113
Relief Pitcher	Green PCB / Ring binder Case	70				114
Remnant Planar Wars 3D	Curved Lip (Non-Atari) / CD/Jewel Case	51				114
Remnant Planar Wars 3D	Black PCB / CD/Jewel Case	75				114
Retro X-MASsacre	3D Printed / Standard Box	30				116
Reversi	Green PCB / Clam Shell (Clear) (Video61)					112
S.I.M.I.S.	Green PCB / Capsule Box (orange)	7 / 63				116
Scroll of the Time Lords - Lovejoy Prologue	download only	X				115
Shaken, not stirred	download only	X				115
Shaken, not stirred 2018 eJagFest Edition	Other / Standard Box	55				115
SFX	Black PCB	7				110
SiIas Adventure (SV2k19 Version)	download only	X				117
Silly Blaster	download only	X				114
SillySis	download only	X				114
Sky Raider	download only	X				118
Snake	download only	X				115
SokoMania	Green PCB 2 / Capsule Box (white)	7 / 70				117
Solitaire!	Red PCB / Ring binder Case	75				119
Space Battle	3D Printed / Standard Box	24				119
Stardreamer	download only	X				117
Sudoku	download only	X				117
Swaping Tiles	download only	X				118
Sylvester the Lumberjack	Other / Standard Box					118
T-Tris	Green PCB / Capsule Box (orange)	7 / 64				120

Name	**Cartridge/Box Type**	**Rarity**	**C**	**I**	**B**	**pg.**
Teen Dance	download only	X				119
Tetris Raiden	download only	X				119
The Castle of Khon-gis	download only	X				120
The Grail of the Lava Kingdom	download only	X				121
The Inside World	download only	X				120
Tiny Lynx Adventure	download only	X				121
Traffic Jam	download only	X				121
Tron 6 Fun	download only	X				120
Turkey Puncher 3: Hyper Punching (April Fools 2019)	download only	X				121
Undergrounders	download only	X				122
Unseen	3D Printed / Standard Box	31				123
Weltenschlächter	Curved Lip / Standard Box	31				123
Weltenschlächter	Black PCB / Standard Box	50				123
Wyvern Tales	3D Printed / Standard Box	37				122
Xump - The Final Run	download only	X				123
YNXA	download only	X				122
Yastuna Volume 1 - The Alchemy of Cubes (16/32)	Red PCB / Standard Box	49				124
Yastuna Volume 1 - The Alchemy of Cubes (Luchs Soft)	Red PCB / Standard Box	43				124
Yastuna Volume 1 - The Alchemy of Cubes (LynxMan)	Red PCB / Ring binder Case	88				124
Yastuna Volume 1 - The Alchemy of Cubes (RGC)	Green PCB / Standard Box	51				124
Yastuna Volume 2 - The Space Incident (16/32)	Red PCB / Standard Box	49				124
Yastuna Volume 2 - The Space Incident (LynxMan)	Red PCB / Standard Box	88				124
Yastuna Volume 2 - The Space Incident (RGC)	Green PCB / Standard Box	51				124
Yastuna Volume 2 - The Space Incident (Special Edition by Matashen)	Red PCB / Ring binder Case	93				124
Zaku	Curved Lip (Non-Atari) / Standard Box	39				125
Zaku	Curved Lip (Non-Atari) / Standard Box	49				125
Zaku Puzzle	download only	X				125

Checklist For Unreleased / Prototypes / After Market / Demo Games

Name	Cartridge/Box Type	Type	Rarity	C	I	B	pg.
48-in-1 Cartridge	Green PCB / Clam Shell (Orange)	H	X				129
720°		UnR	X				129
Alien vs Predator	Green PCB	UnR	X				129
Barbarian Bodyguard		UnR	X				130
Battletoads		UnR	X				130
Bleaker		UnR	X				130
Blood and Guts Hockey		UnR	X				131
Blue Earth		UnR	X				130
Blue Lightning Demo Card		Dmo	70				131
Cabal		UnR	X				131
Catacomb Raider		UnR	X				130
Centipede	Green PCB	Proto	X				130
CGE 5th Anniversary	Black PCB / CD/Jewel Case	H	85				92
Checkered Flag		AfM	59				35
Command: Starship		UnR	X				130
Cyber Virus		Proto	X				97
Daemon's Gate	Green PCB	Proto	X				132
Defender		UnR	X				130
Desert Strike		AfM	63				43
Diagnostic Cart	Green PCB / Clam Shell (Clear) (Video61)	Utili	26				132
Distant Lands		UnR	X				131
Dragnet	Green PCB	H	89				132
Double Dragon	Curved Lip / Standard Box (Telegames Re-Release - 2018)	AfM	61				46
Dungeon Slayers		UnR	X				133
Dynablaster		UnR	X				134
Edward 2000		UnR	X				134
Ejagfest Slideshow	Red PCB / Standard Box	H	34				133
Escape from the Planet of the Robot Monsters		UnR	X				134
Eye of the Beholder	Green PCB / Standard Box	Proto	X				98
Full Court Press		UnR	X				133
GeoDuel		UnR	X				137
Guardians: Storm Over Doria		UnR	X				133
Heavyweight Contender		UnR	X				137
Hellraiser		UnR	X				134
Iron Reign		UnR	X				134
Krazy Ace Miniature Golf	Black PCB / Standard Box	Proto	X				138
Krazy Ace Miniature Golf	Curved Lip (Non-Atari) / Standard Box	Proto	X				138
Krazy Ace Miniature Golf	Green PCB / Standard Box	Proto	X				138
Levi the Lynx		UnR	X				130
Lode Runner		Proto	X				137
Lynx Casino	Black PCB / CD/Jewel Case (Re-Release - 2008)	AfM	66				57
Lynx Invades Japan	Green PCB / VHS Case	H	X				134
Lynx SD Menu Loader 2		H	X				138
Lynx Reloaded Multi-Cart	3D Printed / Standard	H	56				136
Marlboro Go!	PCB (Hand-etched)	Proto	X				139
Mechtiles		UnR	X				138

Name	Cartridge/Box Type	Type	Rarity	C	I	B	pg.
Metal Mutant		UnR	X				134
Monster Demolition		UnR	X				139
ParaLemmings		UnR	X				136
Picross		UnR	X				137
Quadromania	Yellow PCB / Ring binder Case	UnR	X				112
Raiden	Green PCB / VHS Case	Proto	X				113
Road Riot 4WD	Green PCB	Proto	X				140
Rolling Thunder		UnR	X				136
Silly Venture 2k14 Invitro Demo	Red PCB / Ring binder Case	H	90				139
Simpsons Digitized Sound Player	Black PCB	H	X				140
SFX	Curved Lip (Non-Atari) / CD/Jewel Case	H	38				110
SFX	Black PCB / CD/Jewel Case	H	79				110
Space War		UnR	X				140
Strider II		UnR	X				141
Super Asteroids & Missile Command	Green PCB	Proto	X				76
Super Off Road		AfM	68				74
Super Off Road		AfM	68				74
Super Off Road	Curved Lip / Standard Box (Telegames Re-Release - 2018)	AfM	56				74
Super Off Road	Green PCB 2 / Standard Box (Aftermarket)	AfM	64				74
Super Off Road	Black PCB / Standard Box (Aftermarket)	AfM	68				74
TNT Terry		UnR	X				140
The Furies		UnR	X				136
Tropsy		Proto	X				141
Warbirds	Black PCB / CD/Jewel Case (Aftermarket 2008)	AfM	51				82
Zaku Demo		Proto	X				141

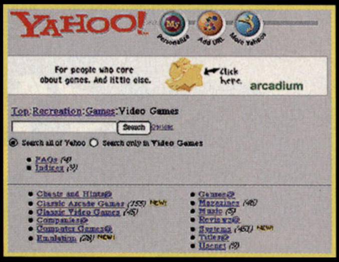
Cute article. Text are from:
GamePro - issue 94 - May 1997

Tips & Tricks on the Net

Searching for a way to beat your favorite game? Search the Internet.

With the thousands of video games out there, no magazine could possibly offer gameplaying info for them all. Fortunately, gamers have a ready resource - the Internet!

The Net is packed with tips, tricks, cheats, and strategies for video games, and it connects video game communities, too. Here's how to do Internet searches so you can get the most out of your games.



Yahoo divides Web sites into big categories. One of them is Video Games, with over a dozen subcategories like Companies. Reviews, and Cheats and Hints.

Narrowing Your Search

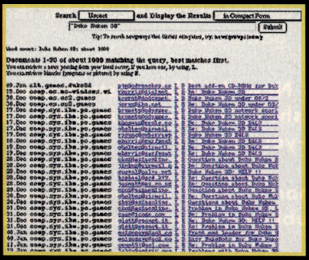
Include these terms in your search for game info to shorten the list of results. Join terms with a plus sign to find only documents that use both terms:

- Game name
- Company name (id Software, Midway, and so on)
- Game enhancer you have (Game Genie, Game Shark, and so on)
- Name of a move or weapon
- Name of a character
- If these's a movie of your game (such as *Independence Day* or *Mortal Kombat*), limit your search to just the game by including in your search terms a minus sign and the word movie.
- If there are versions of your game for different platforms, include in your search terms a minus sign and the name of the platforms you don't want results for (each platform gets its own minus sign).

Start Your Search Engines!

Search engines are the keys to navigating the tangled lines of the Internet. The main search engines - AltaVista, Excite, Infoseek, Lycos, Web-crawler, and Yahoo! - all basically do the same thing. You type in a term, and they list documents on the Internet that use that term. Not only that, but search engines priorities the results they find, listing first the documents you're most likely to use, and they provide colored hypertext links that will automatically transport you to the pertinent sites. Sounds easy, right?

Unfortunately, search engines do their jobs *too* well. They'll find literally every Internet use of the words you give them, which means you get thousands of documents you don't want. For example, conduct an Excite search for **quake**, and you'll get 52,000 results, some of them pertaining to earthquakes, not id Software's hot shooter.



With AltaVista, you can get more results to appear on a single page if you switch the Display the Results box to Compact Form.

Zero in on Your Search

To shorten the list of possible results, you can make your search terms more precise. For starters, always type game titles with the first letter capitalized, especially if it's a multi-word title. That way, the search engine treats the group of words as a noun, and it will find only the documents that use the entire title. Otherwise, if you type a multi-word title in all lowercase letters, like **super mario 64,** the search engine will locate all documents containing the word **super**, all documents with **mario**, and all documents with the number **64** (on infoseek, that's an overwhelming 675,000 documents).

Your should also place quotation marks around multi-word search terms to force the engine to treat all the words as a sing term. By adding quotation marks around **"Super Mario 64,"** an Infoseek search pares that list of 675,000 sites down to a more manageble 875.

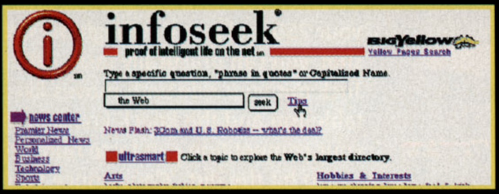
Do the Math, Part One

Depending on the search engine, you can narrow your search even more by adding words to your search terms, all joined together by either a plus sign (+) or the word **AND** in all capital letters. Don't put spaces around + or **AND**, just link all the words together.

Here's an example of how to use a plus sign. An Excite search for tomb raider generates 51,000 documents, including many that discuss Egyptian tombs. **Tomb Raider** narrows the list to 2400; **Tomb Raider+Playstation** cuts the list to 800; **Tomb Raider+Playstation+cheats** yields 200 documents; and **Tomb Raider+Playstation+cheats+level** brings 99 possibilities, with the level-select listed right at the top. Now *that's* smart searching.

WEBCRAWLER
Just what you're looking for!
Find the best CHAT ROOMS on the Web
Search
Arts
Business
Chat
Computers
Education
Games
Health
Internet
Kids
Life
News
Politics
Recreation
Reference
Science
Showbiz
Sports
Travel

Instead of plus and minus signs, WebCrawler recognises the words AND and NOT (both capitalized). Consult their Search Tips pages for detailed examples.


infoseek
proof of intelligent life on the net
Type a specific question, "phrase in quotes" or Capitalized Name.
the Web
seek
Tips
news center
ultrasmart
Click a topic to explore the Web's largest directory.
Arts
Hobbies & Interests

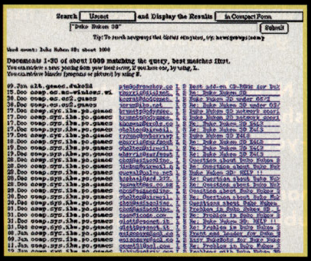
Infoseek uses plus and minus signs to narrow searches. Click on Tips next to the Search box for more info.

Using Usenet

Usenet is another way to get game information. The term stands for "USEr NETwork" and represent a wide collection of ongoing conversations being conducted around the world on almost any topic. These conversations are grouped together as newsgroups based on common themes; there are over 10,000 newsgroups in Usenet.

Using a newsgroup is like sending e-mail to thousands of people at once who can all reply to you or add comments to your message. These aren't chat rooms, where the conversation happen in real time. Instead, Newsgroup offer threads of posted messages from different readers over time. Newsgroups also offer lengthy files (such as strategy guides) and images to download. You need newsreader software to access newsgroups, but every major browser (such as Netscape Navigator and Internet Explorer) has a newsreader.

Newsgroups like *rec.game.video.nintendo* are more than groups of files; they represent the work of gamers who are enthusiastic about a particular game or type of game. You won't find fancy graphic or flawless text, and some of the sites can come and go.


Search
Usenet
and Display the Results
in Compact Form
Submit

In the AltaVista and Infoseek search engines, click on the word Search above the Submit bar to switch your search engines between the Web and Usenet.

Do the Math, Part Two

To find a newsgroup with files you want to download or messages you want to reply to, use the same search techniques described above for documents or Web sites. You can also use minus signs to help narrow your search, though. On AltaVista, **"Mortal Kobat"** generates about 3000 Usenet sites; **"Mortal Kobat"+"Super Nintendo"-Genesis** means that you'll find only Mortal Kombat sites concerning the SNES game (about 700 sites). Do the reverse to see the difference: **"Mortal Kobat"+"Genesis"-"Super Nintendo"** yields only 22 results.

Searchin' Like a NetPro

If you're using search engines to look for game related info, you're not learning everything you can about your games. And if you're not accessing your favorite game's newsgroup, you're not sharing in all the activities created by the community of gamers. Remember: There's so much information on the Internet that doing the math can help you search for only those documents and Web sites that you really want.

GamePro Online

Head to GamePro Online for these areas full of game cheats.

The Web Site *(http://www.gamepro.com)*

- **Black Issues:** A year's worth of back issues filled with tips, tricks, and strategy
- **Special Interest Grops:** Strategies for sports, PC, and fighting games, plus an archive of SWATPro cheats
- **What's New** and **Current Issues:** Tips, tricks, and strategies from the latest issue of GamePro
- **NetPro:** Links to game-related Web sites.

game.com

game.com™
ON/OFF
A
B
C
D
MENU
SOUND
PAUSE
TIGER
TIGER

The Game.com was a video game and PDA hybrid
and Tiger’s second short-lived portable console.

For more on the Game.Com,
then please visit:
https://www.diskman.com\

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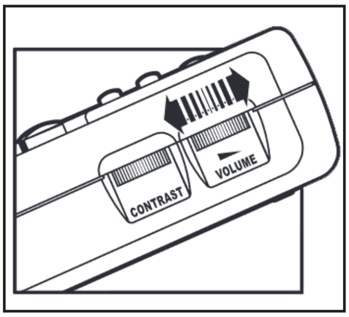
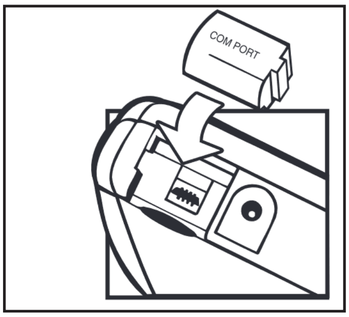
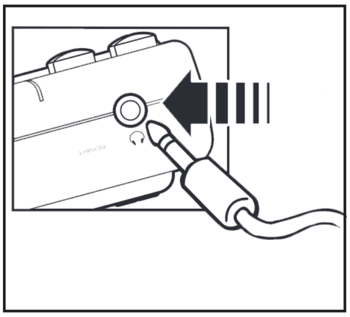
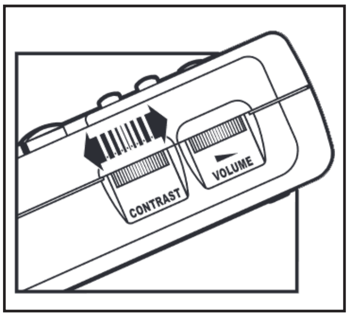
CONTENT

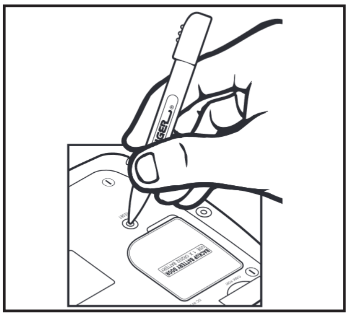
Tiger Electronics, ltd. 176
Game.com 177
Game.com Article: *The Game.com* 182
Commercial Game.com Games 183
Unreleased Game.com Games 194
Console Packaging 203
Game.com Internet 204
Accessories 206
Checklist For Commercial Released Game.com Games 208

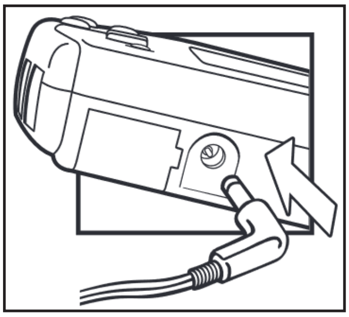

CONTRAST
VOLUME






CONTRAST
VOLUME





TIG

ER
®

TIGER ELECTRONICS, LTD.

Known more for their electronic toys, Tiger Electronics has created handheld video game systems as well as developing/publishing games.

Gerald Rissman, Randy Rissman and Arnold Rissman founded the company in 1978. It started with low-tech items like phonographs, then began developing handheld electronic games and educational toys. Prominent among these was the 2-XL Robot in 1992, and K28, Tiger's Talking Learning Computer (1984). Tiger also achieved success with many simple handheld electronics games like Electronic Bowling and titles based on licenses, such as RoboCop, Terminator, and Spider-Man. An early 1990s hit was the variable-speed portable cassette player and recorder, the Talkboy (first seen in the 1992 movie Home Alone 2: Lost in New York), followed by Brain Warp and Brain Shift. It also licensed the Lazer Tag brand from its inventors.

Furby

Tiger is most well known for their low-end handheld gaming systems with LCD screens. Each unit contains a fixed image printed onto the handheld that can be seen through the screen. Static images then light up individually in front of the background that represent characters and objects, similar to numbers on a digital clock. In addition to putting out some of its own games, Tiger was able to secure licenses from many of the day's top selling companies to sell their own versions of games such as Street Fighter II, Sonic 3D Blast, and Castlevania II: Simon's Quest. Later, Tiger introduced what they called *"wrist games"*. These combined a digital watch with a scaled-down version of a Tiger handheld game.

Tiger made three notable cartridge-based systems. The first was Quiz Wiz, a highly popular interactive quiz game system. Players inserted a cartridge and played using the corresponding quiz book. The second was the R-Zone. It employed red LCD cartridges, much like Nintendo's Virtual Boy, which were projected via backlight onto a reflective screen that covered one of the player's eyes. The third was the Game.com handheld system, which was meant to compete with Nintendo's Game Boy and Game Boy Color and Sega's Game Gear and Genesis Nomad and boasted such novel features as a touchscreen and limited Internet connectivity. It was a commercial failure.

In the fall of 1994, Tiger introduced a specialized line of their handheld LCD games, called Tiger Barcodzz. These were barcode games which read any barcode and used it to generate stats for the player character. The line was a major success in Japan, where there were even reality shows based around gamers competing to find the best barcodes to defeat other players. Tiger produced a version of Lights Out around 1995. In 1997 it produced a quaint fishing game called Fishing Championship, in the shape of a reduced fishing rod. Another 1990s creation was Skip-It.

In 1995, Tiger acquired the Texas Instruments toy division. Tiger agreed to manufacture and market electronic toys for Hasbro and Sega.

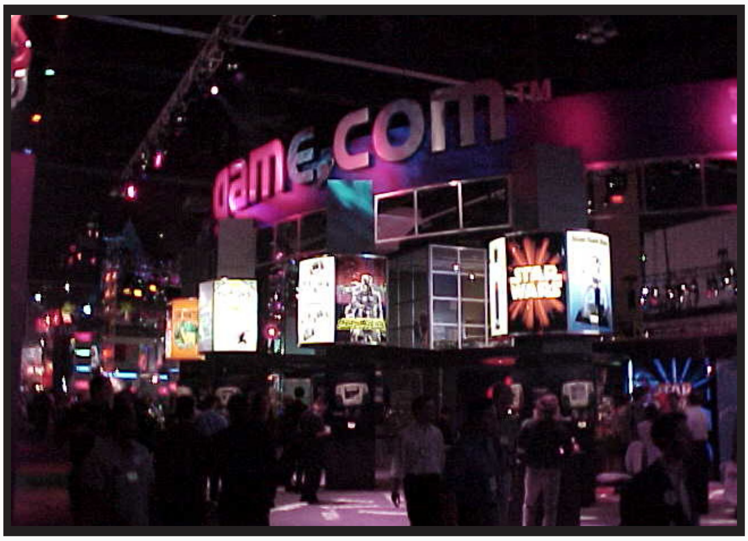
In 1998 Tiger Electronics became part of the Hasbro toy company. Hasbro, previously shy of high-tech toys, was interested in the development of the cuddly Furby. With Hasbro's support, Tiger was able to rush through the development process and get the Furby on the shelves for the 1998 holiday season, during which it was a runaway hit — the "it" toy of the 1998 and 1999 seasons.

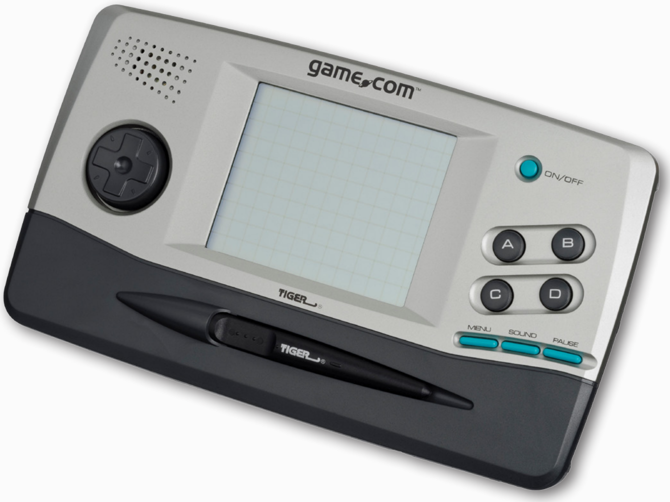
Game.com

The Game.com ("Game Com") is a fifth-generation handheld game console released by Tiger Electronics in August 1997. A smaller version, the Game.com Pocket Pro, was released in mid-1999. The first version of the Game.com can be connected to a 14.4 kbit/s modem for Internet connectivity, hence its name referencing the top level domain .com. It was the first video game console to include a touchscreen and the first handheld console to include Internet connectivity. The Game.com sold less than 300,000 units and was discontinued in 2000 because of poor sales.

Tiger Electronics had previously introduced its R-Zone game console in 1995 – as a competitor to Nintendo's Virtual Boy – but the system was a failure. Prior to the R-Zone, Tiger had manufactured handheld games consisting of LCD screens with imprinted graphics.

By February 1997, Tiger was planning to release a new game console, the handheld "game.com", as a direct competitor to Nintendo's portable Game Boy console. Prior to its release, Tiger Electronics stated that the Game.com would *"change the gaming world as we know it,"* while a spokesperson stated that it would be *"one of this summer's hits."* The Game.com, the only new game console of the year, was on display at the E3 in May 1997, with sales expected to begin in July. Dennis Lynch of the Chicago Tribune considered the Game.com to be the *"most interesting hand-held device"* on display at E3, describing it as a *"sort of Game Boy for adults"*.





The Game.com was released in the United States in August 1997, with a retail price of $69.95, while an Internet-access cartridge was scheduled for release in October. Lights Out was included with the console as a pack-in game and Solitaire was built into the handheld itself. The console's release marked Tiger's largest product launch ever. Tiger also launched a website for the system at the domain "game.com". The Game.com was marketed with a television commercial in which a spokesperson insults gamers who ask questions about the console, while stating that it *"plays more games than you idiots have brain cells";*

The Game.com came in a black-and-white color, and featured a design similar to Sega's Game Gear console. The screen is larger than the Game Boy's and has higher resolution. The Game.com included a phone directory, a calculator, and a calendar, and had an older target audience with its PDA features. Tiger designed the console's features to be simple and cheap. The device was powered by four AA batteries, and an optional AC adapter was also available. One of the major peripherals that Tiger produced for the system was the compete.com serial cable, allowing players to connect their consoles to play multiplayer games. The console includes two game cartridge slots. In addition to reducing the need to swap out cartridges, this enabled Game.com games to include online elements, since both a game cartridge and the modem cartridge could be inserted at the same time.

game.com
game.com
INTERNET
TIGER
Modem Required - Not Included
Internet Terminal
Connect To Delphi
Connect To Other Service
Join Delphi
Modem Setup
Exit
Internet Terminal
Connect
Local DELPHI no:
Ok
Del
Exit
1 2 3 4 5 6 7 8 9 0 BS
144 96 EC
125 AA 109 CD 107 OH 103 SD 104 RD 108 TR FAX/TM
TEL LINE
TIGER
game.com

Accessing the Internet required the use of an Internet cartridge and a modem, neither of which were included with the console. Email messages could be read and sent on the Game.com using the Internet cartridge, and the Game.com supported text-only web browsing through Internet service providers. Email messages could not be saved to the Game.com's internal memory. In addition to a Game.com-branded 14.4 kbit/s modem, Tiger also offered an Internet service provider through Delphi that was made to work specifically with the Game.com.

Tiger subsequently released the Web Link cartridge, allowing players to connect their system to a desktop computer. Using the Web Link cartridge, players could upload their high scores to the Game.com website for a chance to be listed on a webpage featuring the top high scores. None of the console's games made use of the Internet feature.

Game.com Pocket Pro

Because of poor sales with the original Game.com, Tiger developed an updated version known as the Game.com.pocket.pro. The console was released in June 1999, with a retail price of $29.99. The new console was available in five different colors: green, orange, pink, purple, and teal.

The Pocket Pro was the only handheld console at that time to have a backlit screen, although it lacked color like its predecessor. The Pocket Pro was reduced in size from its predecessor to be equivalent to the Game Boy Pocket. The screen size was also reduced, and the new console featured only one cartridge slot. Unlike the original Game.com, the Pocket Pro required only two AA batteries. The Game.com Pocket Pro included a phone directory, a calendar and a calculator, but lacked Internet capabilities.

The Game.com Pocket Pro's primary competitor was the Game Boy Color. Despite several games based on popular franchises, the Game.com console line failed to sell in large numbers, and was discontinued in 2000 because of poor sales. The Game.com was a commercial failure, with less than 300,000 units sold, although the idea of a touchscreen would later be used successfully in the Nintendo DS, released in 2004.

TIGER
ON/OFF
MENU
PAUSE
A
B
C
D
game.com
POCKET PRO
LIGHT

At the time of the Game.com's launch in 1997, Chris Johnston of VideoGameSpot believed that the console would have difficulty competing against the Game Boy. Johnston also believed that text-based Internet and email would attract only limited appeal, stating that such features were outdated. Johnston concluded that the Game.com *"is a decent system, but Nintendo is just way too powerful in the industry."* Chip and Jonathan Carter wrote that the console did not play action games as well as it did with other games, although they praised the console's various options and wrote, *"Graphically, we'd have to say this has the potential to perform better than Game Boy. As for sound, Game.com delivers better than any other hand-held on the market."* A team of four Electronic Gaming Monthly editors gave the Game.com scores of 5.5, 4.5, 5.0, and 4.0. They were impressed by the PDA features and touchscreen, but commented that the games library had thus far failed to deliver on the Game.com's great potential. They elaborated that while the non-scrolling games, particularly Wheel of Fortune, were great fun and made good use of the touchscreen, the more conventional action games were disappointing and suffered from prominent screen blurring.

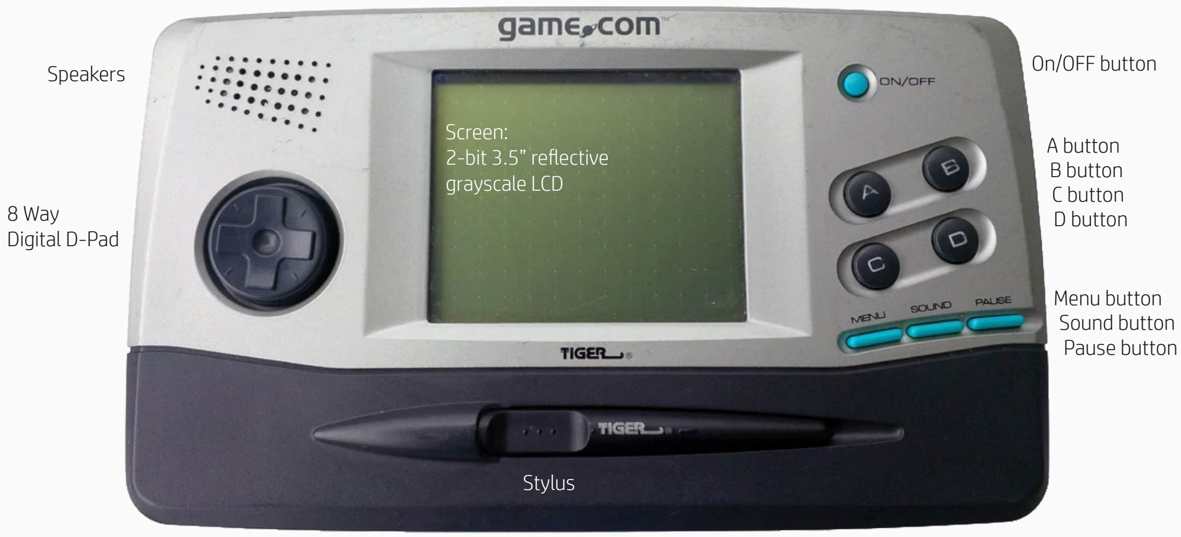
Wisconsin State Journal stated that the Game.com offered *"some serious"* advantages over the Game Boy, including its touchscreen. It was also stated that in comparison to the Game Boy, the Game.com's 8-bit processor provided *"marginal improvements"* in the quality of speed and graphics. The newspaper noted that the Game.com had a *"tiny, somewhat blurry screen."* The Philadelphia Inquirer wrote a negative review of the Game.com, particularly criticizing Internet connectivity issues. Also criticized was the system's lack of a backlit screen, as the use of exterior lighting could cause difficulty in viewing the screen, which was highly reflective.

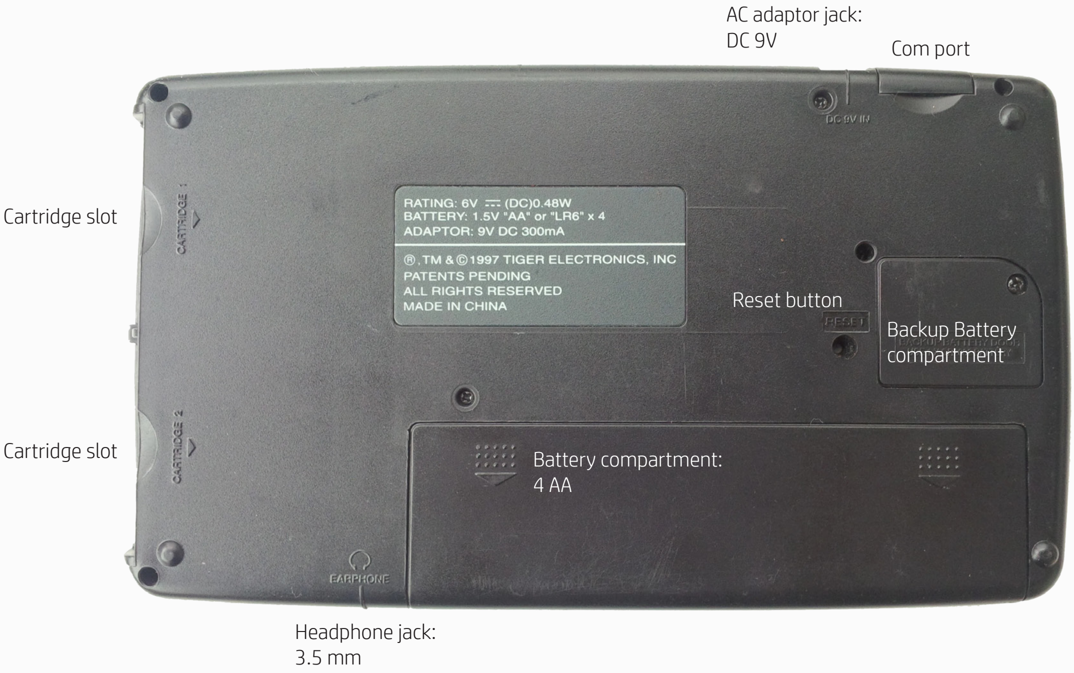
Steven L. Kent, writing for the Chicago Tribune, wrote that the console had an elegant design, as well as better sound and a higher-definition screen than the Game Boy: *"Elegant design, however, has not translated into ideal game play. Though Tiger has produced fighting, racing and shooting games for Game.com, the games have noticeably slow frame rates. The racing game looks like a flickering silent picture show."* Cameron Davis of VideoGames.com wrote, *"Sure, this is no Game Boy Color-killer, but the Game.Com was never meant to be. To deride it by comparing it with more powerful and established formats would be a bit unfair"*. Davis also wrote, *"The touch screen is pretty sensitive, but it works well - you won't need more than a few seconds to get used to it."* However, he criticized the screen's squared zones: *"more often than not it proves distracting when you are playing games that don't require it."*

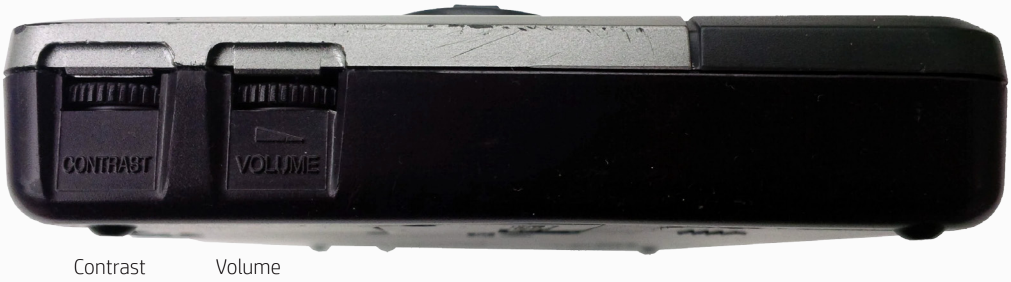
GamePro criticized the Pocket Pro's lack of screen color and its difficult controls, but considered its two best qualities to be its cheap price and a game library of titles exclusive to the console. The Philadelphia Inquirer also criticized the Pocket Pro's lack of a color screen, as well as *"frustrating"* gameplay caused by the *"unresponsive"* controls, including the stylus. The newspaper stated that, *"Even at $29.99, the pocket.pro is no bargain."* Brett Alan Weiss of the website AllGame wrote, *"The Game.com, the little system that (almost) could, constantly amazes me with the strength and scope of its sound effects. [...] It's astounding what power comes out of such a tiny little speaker."* In 2004, Kent included the modem and *"some PDA functionality"* as the console's strengths, while listing its *"Slow processor"* and *"lackluster library of games"* as weaknesses. In 2006, Engadget stated that *"You can't fault Tiger Electronics for their ambition,"* but wrote that the Game.com *"didn't do any one thing particularly well"*, criticizing its text-only Internet access and stating that its *"disappointing games were made even worse"* by the *"outdated"* screen.

In 2009, PC World ranked the Game.com at number nine on its list of the 10 worst video game systems ever released, criticizing its Internet aspect, its game library, its low-resolution touchscreen, and its *"Silly name that attempted to capitalize on Internet mania."* However, PC World positively noted its *"primitive"* PDA features and its solitaire game, considered by the magazine to be the system's best game. In 2011, Mikel Reparaz of GamesRadar ranked the Game.com at number 3 on a list of 7 failed handheld consoles, writing that while the Game.com had several licensed games, it *"doesn't actually mean much when they all look like cruddy, poorly animated Game Boy ports."* Raparaz also stated that the Game.com *"looked dated even by Game Boy standards,"* noting that the Game Boy Pocket had a sharper display screen. Reparaz stated that the Game.com's continuation into 2000 was a *"pretty significant achievement"* considering its competition from the Game Boy Color.

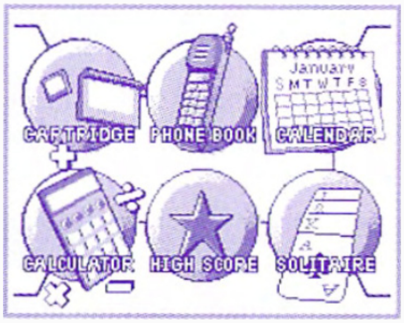
In 2013, Jeff Dunn of GamesRadar criticized the Game.com for its *"blurry"* and *"imprecise"* touchscreen, as well as its *"limited and unwieldy"* Internet and email interfaces. Dunn also criticized the *"painful"* Internet setup process, and stated that all of the console's available games were *"ugly and horrible."* Dunn noted, however, that the Game.com's Internet aspect was a *"smart"* feature. In 2016, Motherboard stated that the Game.com was *"perhaps one of the worst consoles of all time,"* due largely to its low screen quality. In 2018, Nadia Oxford of USgamer noted the Game.com's *"paper-thin"* library of games and stated that the console *"died in record time because it was poorly-made, to say the least."*


Speakers
8 Way
Digital D-Pad
Screen:
2-bit 3.5” reflective
grayscale LCD
game.com
ON/OFF
TIGER
On/OFF button
A button
B button
C button
D button
Menu button
Sound button
Pause button
MENU
SOUND
PAUSE
Stylus


AC adaptor jack:
DC 9V
Com port
DC 9V IN
Cartridge slot
CARTRIDGE 1
Cartridge slot
CARTRIDGE 2
RATING: 6V ⎓ (DC)0.48W
BATTERY: 1.5V "AA" or "LR6" x 4
ADAPTOR: 9V DC 300mA
®,TM & ©1997 TIGER ELECTRONICS, INC
PATENTS PENDING
ALL RIGHTS RESERVED
MADE IN CHINA
Reset button
RESET
Backup Battery
compartment
Battery compartment:
4 AA
EARPHONE
Headphone jack:
3.5 mm


CONTRAST
VOLUME
Contrast
Volume

Main Menu

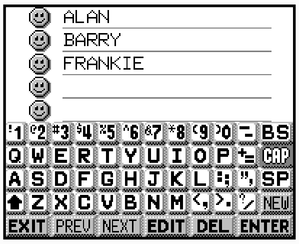

January
S M T W T F S
CARTRIDGE
PHONE BOOK
CALENDAR
CALCULATOR
HIGH SCORE
SOLITAIRE

The Main Menu screen displays the following options:

- Cartridge
- Phone Book
- Calendar
- Calculator
- High Score
- Solitaire

Phone Book:

The Phone Book allows users to store dozens of names, addresses, phone numbers and email addresses.

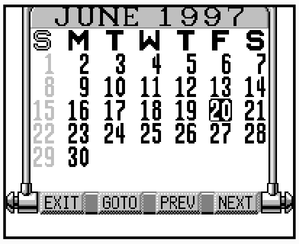


```
ALAN
BARRY
FRANKIE
```

1 2 3 4 5 6 7 8 9 0 - BS
Q W E R T Y U I O P + CAP
A S D F G H J K L : " SP
Z X C V B N M < > ? NEW
EXIT PREV NEXT EDIT DEL ENTER

Calendar:

Users can view any month of the calendar from 1991 to 2099.

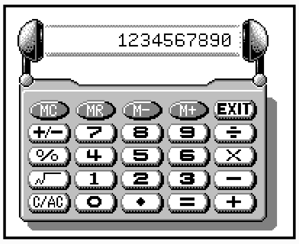


```
   JUNE 1997
 S  M  T  W  T  F  S
 1  2  3  4  5  6  7
 8  9 10 11 12 13 14
15 16 17 18 19 20 21
22 23 24 25 26 27 28
29 30
```

EXIT
GOTO
PREV
NEXT

Calculator:

The calculator performs all basic calculations functions. The information will be stored in memory, even when the system is turned off.

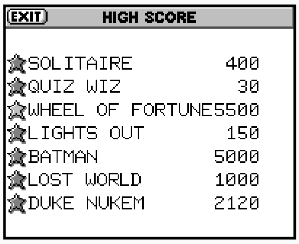


```
1234567890
```

MC MR M- M+ EXIT
+/- 7 8 9 ÷
% 4 5 6 ×
√ 1 2 3 −
C/AC 0 • = +

High Score:

This function saves the single highest score from each of 10 games.



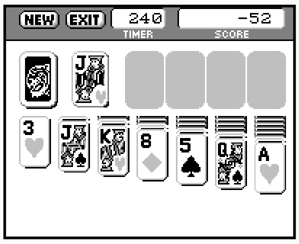
```
HIGH SCORE

SOLITAIRE          400
QUIZ WIZ            30
WHEEL OF FORTUNE5500
LIGHTS OUT         150
BATMAN            5000
LOST WORLD        1000
DUKE NUKEM        2120
```

Solitaire:

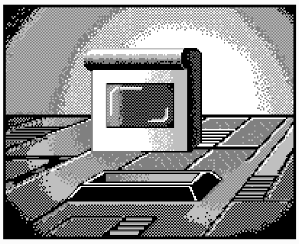
Built into the console is a special touch screen version of the card game Solitaire. The game is played by touching each card the players wish to move and then touching the location where they want it placed.

SOLITAIRE
TIGER™


NEW
EXIT
240
TIMER
-52
SCORE

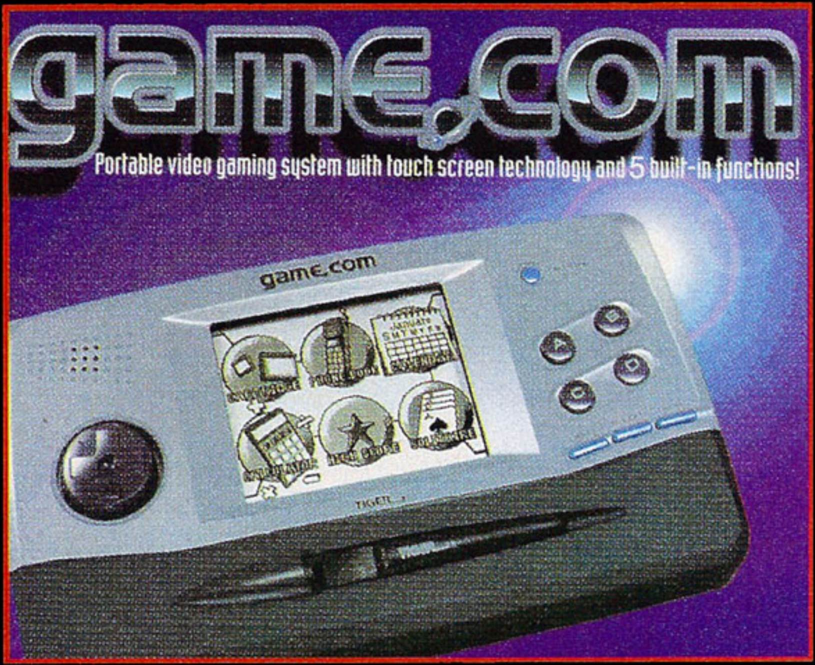
Cartridge:

The cartridge option activates the cartridge inside the system.



Article from: GamePro - issue 101 - December, 1997

The game.com


game.com
Portable video gaming system with touch screen technology and 5 built-in functions!
game.com
TIGER

The game.com looks like a heavy-duty handheld system, with Internet connectivity, too.

Tiger Electronics is ready to roar onto the video game scene. The game.com handheld video game system is a sleek and slender monochrome game system. Tiger's moving up after a fashion from its popular (if somewhat cheesy) kiddie handhelds to a full-fledged 8-bit system geared to bump buttons with the Game Boy.

At press time Tiger promised a formidable array of games that sounds almost too amazing to be true. How about Turok: Dinosaur Hunter, Duke Nukem, Madden Football '98, The Lost World: Jurassic Park, Mortal Kombat Trilogy, and Fighters Megamix? Want more? Try Sonic Jam, Batman & Robin, Williams Arcade Classics (Joust, Defender, Defender II, Robotron, Sinstar), NBA Hangtime, Henry, Jeopardy, Wheel of Fortune, Quiz Wiz, Name That Tune and Casino.

Also promised for the holiday is Internet connectivity! That's right, with a browser cartridge and a special external modem, Tiger claims that you can connect to the Internet to send and receive e-mail.

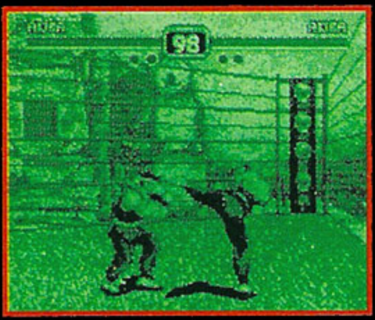
The game.com is certainly game. Tiger's going to earn its stripes going up against Nintendo, but the game.com's a nifty little device and a great gift for the gamer who has everything.

Turok is preparing to rock on the game.com.

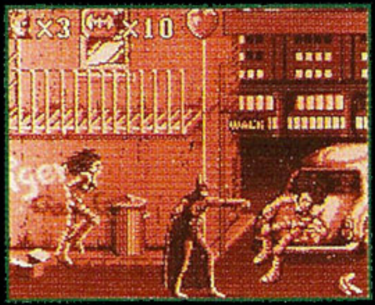
Mortal Kombat looks like the real monochrome deal.

TEAM SELECT
SPORTS
GIANTS AT BRONCOS

Madden Football is a big-time game for a little machine.



Tiger has 2D Megamix.



Batman & Robin beats 'em up for the game.com.

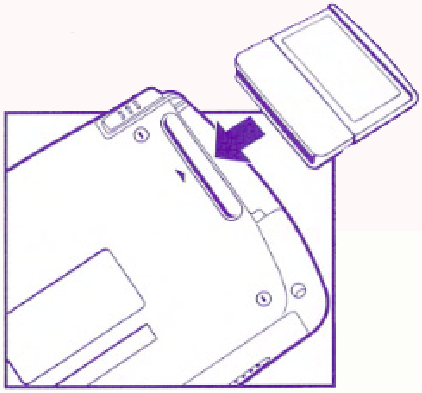
Commercial Game.com Games

A small number of games were available for the Game.com at the time of its 1997 launch, in comparison to hundreds of games available for the Game Boy. Tiger planned to have a dozen games available by the end of 1997, and hoped to have as many as 50 games available in 1998, with all of them to be produced or adapted internally by Tiger. Some third parties expressed interest in developing for the system, but Tiger decided against signing any initially. Tiger secured licenses for several popular game series, including Duke Nukem, Resident Evil, and Mortal Kombat Trilogy. Game prices initially ranged between $19 and $29. Cartridge size was in the 16 megabit range.

At the time of the Pocket Pro's 1999 release, the Game.com library consisted primarily of games intended for an older audience. Some games that were planned for release in 1999 would be exclusive to Game.com consoles. Game prices at that time ranged from $14 to $30.

Twenty games were ultimately released for the Game.com, most of them developed internally by Tiger.

The following pages consist of the commercial games for the Game.Com handheld game console.



Batman & Robin

3.5

game.com
BATMAN & ROBIN
TIGER
MODEL 71-789

Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	(na) 1997
Genre	Beat-'em-up
Mode	1 Player

BATMAN & ROBIN

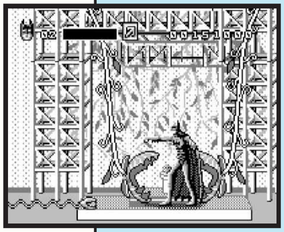
BATMAN, ROBIN, and all related characters, names and indicia are trademarks of DC Comics ©1997. ™, ®, © 1997 Tiger Electronics, Inc. All rights reserved.

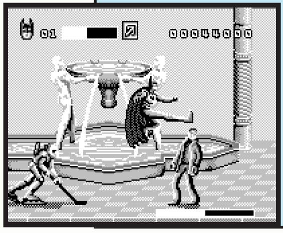
Batman & Robin is based on the 1997 film of the same name, in which the two titular heroes team up to stop the evil Mr. Freeze from turning Gotham into a city of ice.

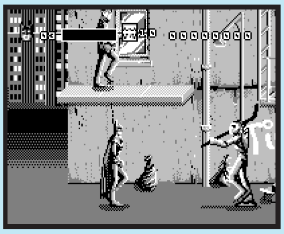
The game is primarily a side-scrolling brawler. For the brawling levels, players can select to play as Batman or Robin and choose two out of a list of five items to take with them: batarangs/throwing birds and gas grenades (each with limited ammunition), a grappling hook, and, for special obstacles, an ice blast cape and ice blades. The goal in each of the side-scrolling levels is to move towards the level exit while beating up hordes of enemies with punches, kicks or the throwable weapons.

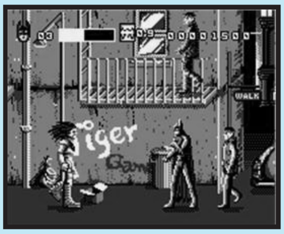
In level three the game switches to a first-person shooting gallery. Players must take out enemies with batarangs or, if they get close, kicks, by moving a crosshair.

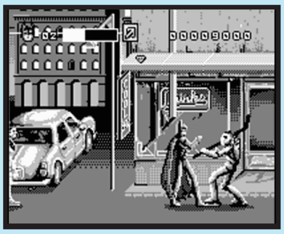
"mobygames.com"











Centipede

7.4

CENTIPEDE
game.com

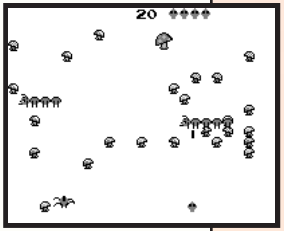
Developer	Handheld Games
Publisher	Tiger Electronics
Release date	(na) 1999
Genre	Shooter
Mode	1-4 Players

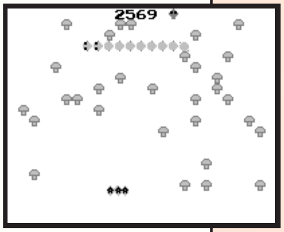
CENTIPEDE
game.com
TIGER
ATARI
HASBRO Interactive
MODEL 71-755

Centipede for the Game.Com is an adaption of the 1981 arcade game. The game also includes an updated mode with higher resolution graphics and increased difficulty. Up to four players can play taking turns.

Gameplay is unchanged from the original. The player controls a figure at the bottom of the screen that has to shoot at insects, including spiders, fleas and scorpions, and most importantly, a centipede that moves horizontally and moves closer towards the bottom of the screen when hitting an obstacle. When hit by a shot, the centipede splits into two separate sections.

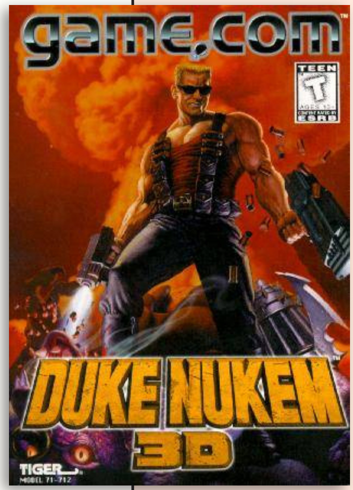
"mobygames.com"





Duke Nukem 3D

6.1

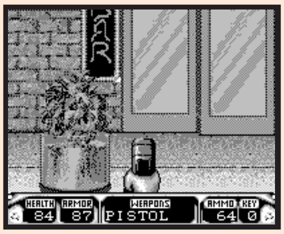

game.com
TEEN
T
DUKE NUKEM
3D
TIGER

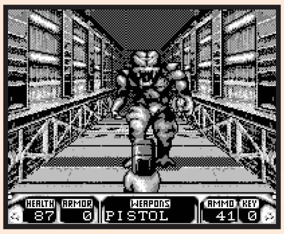
Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	(na) January 1, 1997 / December, 1997
Genre	Action
Mode	1 Player

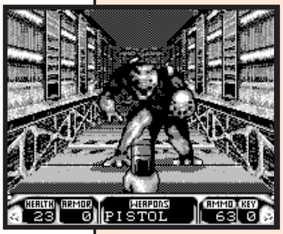
The Game.Com version of Duke Nukem 3D plays more like a dungeon crawler rather than an FPS due to Game.Com's hardware limitations. The player can only move Duke forward, backwards, strafe left or right, one screen at a time. By pressing B or C the player can turn Duke to shoot left or right, but can't turn him to face that direction and move.

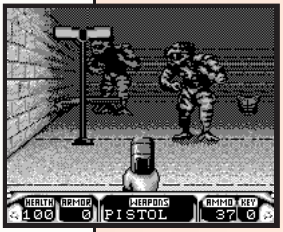
The game is divided in three episodes (L.A. Meltdown, Lunar Apocalypse and Shrapnel City) comprised of a total of twelve missions loosely based on the game of the same name, which can be accessed via passwords (given after the player dies). There are four weapons available (boot, pistol, shotgun and RPG) and four different kinds of enemies: Assault Troops, Pig Cops, Enforcers and Octobrains. Items like armor and key cards can be collected, as well as med-kits and ammunition. There are four difficulty levels and the game also features Duke's digitized one-liners and other speech.

DUKE NUKEM
3D


HEALTH ARMOR WEAPONS AMMO KEY
84 87 PISTOL 64 0


HEALTH ARMOR WEAPONS AMMO KEY
87 0 PISTOL 41 0

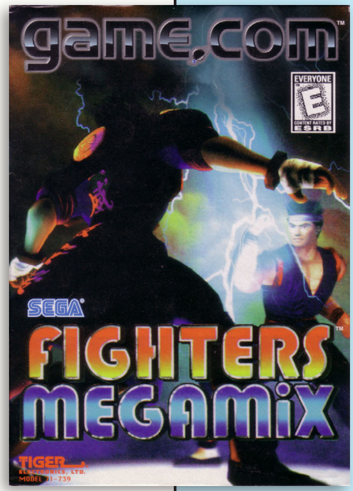

HEALTH ARMOR WEAPONS AMMO KEY
23 0 PISTOL 63 0


HEALTH ARMOR WEAPONS AMMO KEY
100 0 PISTOL 37 0

"mobygames.com"

Fighters Megamix

5.7

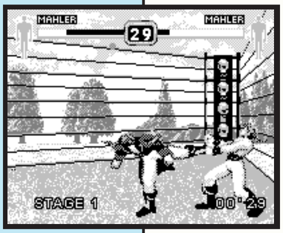

game.com
EVERYONE
E
SEGA
FIGHTERS
MEGAMIX
TIGER

Developer	Sega AM2
Publisher	Tiger Electronics
Release date	(na) 1998
Genre	Fighting
Mode	1-2 Players

Fighters Megamix for the Game.com is a watered-down version of the Sega Saturn fighting game.

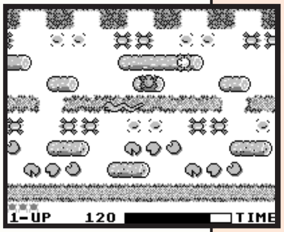
Like most games on the Game.com, Fighters Megamix is held back by the hardware. In comparison to the original game on the Sega Saturn, the Game.com's version attempts to simulate 3D but continues to play like a 2D fighter, and there are fewer playable characters.

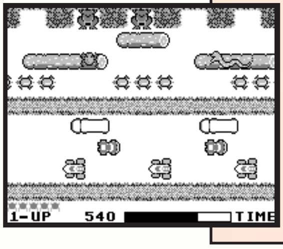
FIGHTERS
MEGAMIX
PRESS A


MAHLER
MAHLER
29
STAGE 1
00"28

"segaretro.org"

FROGGER
game.com


1-UP 120 TIME


1-UP 540 TIME

Frogger

7.3

Developer	Handheld Games
Publisher	Tiger Electronics
Release date	(na) September 30, 1999
Genre	Action
Mode	1-4 Players

Frogger
TIGER
game.com
EVERYONE E

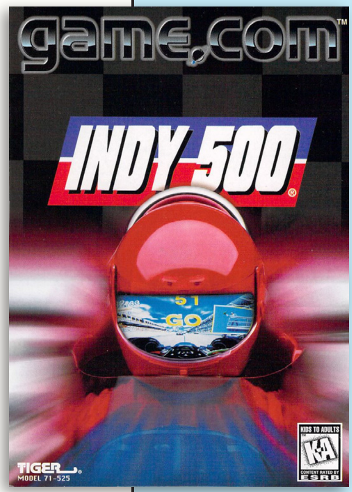
The Game.com version of Frogger includes two versions. The classic version is like the original arcade game: players must guide five frogs, one at a time, across a busy street and a river to the safety of his home. The second version is an updated version that contains new levels. Some are two areas of river or road and others are one big area of road with no safe area in the middle.

The game can also be played by up to four players, playing in turn.

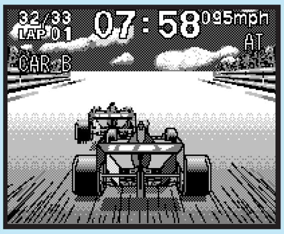
"mobygames.com"

Indy 500

4.3

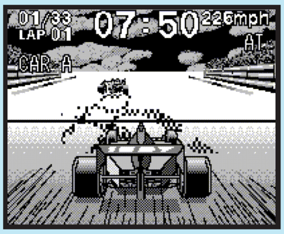

game.com
INDY 500
TIGER
KIDS TO ADULTS K-A

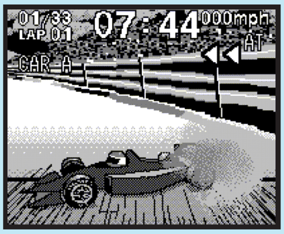
Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	(na) 1997
Genre	Racing
Mode	1 Player

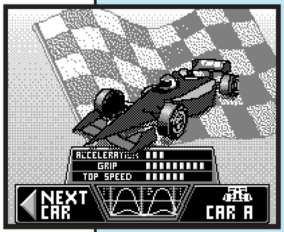

32/33
LAP 01
07:58
095mph
AT
CAR B

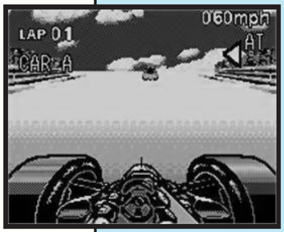
Indy 500 is an officially licensed Indianapolis 500 game that starts off following a pace car leading into a rolling start to kick off the race.

Brett Alan Weiss from AllGame rated the game.com version three stars out of five and praised its *"realistic gameplay"* and sound effects, including *"roaring engines, squealing tires, convincing car crashes and the clarity with which the starting announcer speaks."* However, he criticized its repetitive gameplay: *"just like in real INDY racing, the course in this game is an oval. It's hard to fault realism, but it is easy to fault boredom. Perhaps an INDY purist would be kinder to this game in this respect."* Weiss also criticized some of the game's animation, but wrote, *"However, for a handheld game played on a small gray screen, INDY 500 does a good job of simulating high speeds. The walls and pavement pass by jerkily but convincingly, and the clouds coming up over the horizon are a very nice touch."*


01/33
LAP 01
07:50
226mph
AT
CAR A

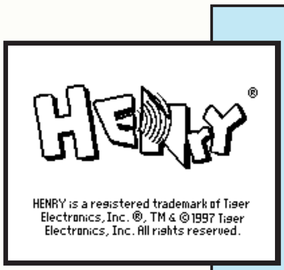

01/33
LAP 01
07:44
000mph
AT
CAR A


ACCELERATION
GRIP
TOP SPEED
NEXT CAR
CAR A

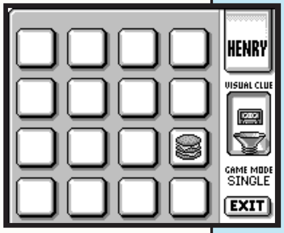

LAP 01
060mph
AT
CAR A

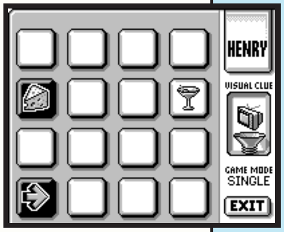
3.2

Henry

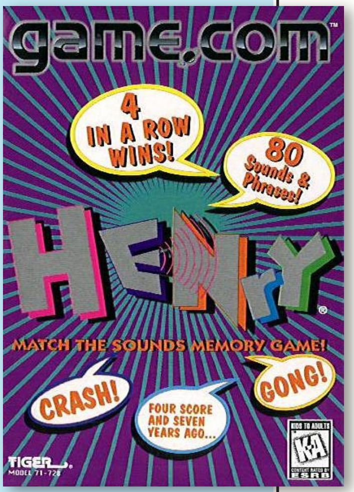


HENRY is a registered trademark of Tiger Electronics, Inc. ®, TM & ©1997 Tiger Electronics, Inc. All rights reserved.


HENRY
VISUAL CLUE
GAME MODE
SINGLE
EXIT


HENRY
VISUAL CLUE
GAME MODE
SINGLE
EXIT

Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	(na) 1997
Genre	Board game
Mode	1-2 Players


game.com
4 IN A ROW WINS!
80 Sounds & Phrases!
HENRY
MATCH THE SOUNDS MEMORY GAME!
CRASH!
FOUR SCORE AND SEVEN YEARS AGO...
GONG!
TIGER
MODEL 71-726

This is a match game using sound and pictures. Players have 16 buttons with sounds and pictures under them, given a clue they have to match a sound and picture. If they find a match the button will light. If a player get 4 lights, the game is over.

There are 3 game modes:

- Practice - Players will compete against themselves.
- Single - This pits players against Henry.
- Two Players - Players can play against each other by alternating turns.

Players also have the option to play with or without sound clues or visual clues.

"mobygames.com"

7.1

Jeopardy!

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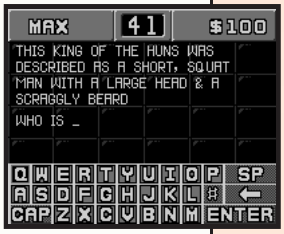
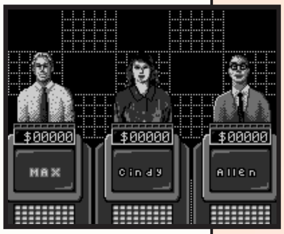
ALL RIGHTS RESERVED.
®TM & ©1998 TIGER ELECTRONICS, INC.
ALL RIGHTS RESERVED.


MAX 41 $100

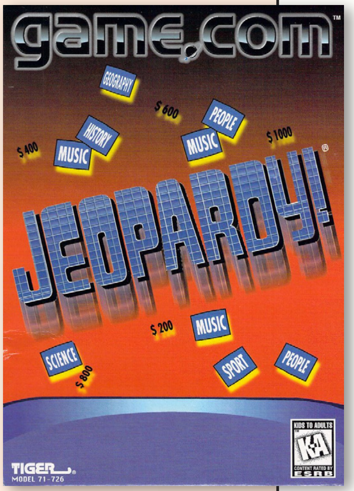
THIS KING OF THE HUNS WAS DESCRIBED AS A SHORT, SQUAT MAN WITH A LARGE HEAD & A SCRAGGLY BEARD

WHO IS _

Q W E R T Y U I O P SP
A S D F G H J K L # ←
CAP Z X C V B N M ENTER


$00000
$00000
$00000
MAX
Cindy
Allen

Developer	Tiger Electronics, GameTek
Publisher	Tiger Electronics
Release date	(na) December 30, 1998
Genre	Trivia
Mode	1-3 Players


game.com
GEOGRAPHY
$600
PEOPLE
HISTORY
$400
MUSIC
MUSIC
$1000
JEOPARDY!
$200
MUSIC
SCIENCE
$800
SPORT
PEOPLE
TIGER
MODEL 71-726

Jeopardy! for the Game.Com is an adaptation of the TV quiz show in which contestants must provide the questions for the answers given.

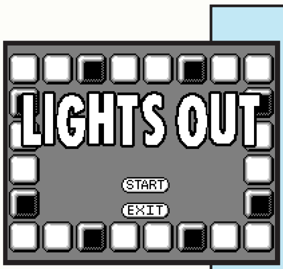
The game is for one or three players (via compete.com cable). At the start of the game, players can select their appearance from a choice of five male and five female options and can enter their name. The game is played using a touch interface. Selecting the next answer from the board, buzzing in and entering the questions is all done by tapping the appropriate icons.

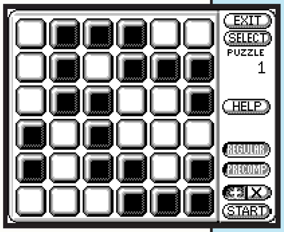
The game follows the rules of the show, with regular, double and final rounds and hidden daily doubles. The overall time limit for the rounds can be turned off, as can voice samples. The game includes hundreds of answers and questions.

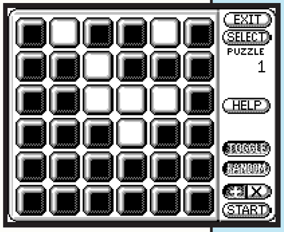
"mobygames.com"

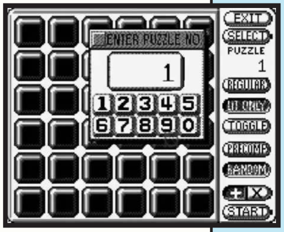
4.6

Lights Out


LIGHTS OUT
START
EXIT


EXIT
SELECT
PUZZLE
1
HELP
REGULAR
PRECOMP
START


EXIT
SELECT
PUZZLE
1
HELP
TOGGLE
RANDOM
START


ENTER PUZZLE NO.
1
1 2 3 4 5
6 7 8 9 0
EXIT
SELECT
PUZZLE
1
REGULAR
LIT ONLY
TOGGLE
PRECOMP
RANDOM
START

TIGER
LIGHTS OUT
game.com

Developer Tiger Electronics
Publisher Tiger Electronics
Release date (na) 1997
Genre Puzzle

Based on Tiger's hit electronic toy, Lights Out is an expanded edition of the original game. Players face a 6x6 grid (as opposed to the original's 5x5 grid) with a select number of lights lit and their goal, as in the original game, is to turn all the lights out (in the fewest possible moves). The player does this by using the stylus to touch the desired light, which will toggle it and adjacent lights on/off. Each puzzle has a certain minimum amount of steps for the player to perform in order to turn all the lights out (beginning at three and increasing by one every six puzzles). After that amount has been exceeded, the player has 10 steps to complete the puzzle or they will fail the puzzle and be forced to try again.

In addition to the original Lights Out, two other modes of play are available - Lit Only, which only allows the use of lights that are lit, and Toggle, where the player must press a light that is lit, then a light that is not, and so on, until the puzzle is either solved or failed. There's also a Random option for all three modes, where players encounter one of up to 60 billion puzzles to solve.

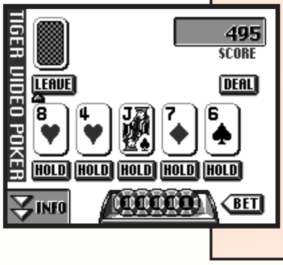
"mobygames.com"

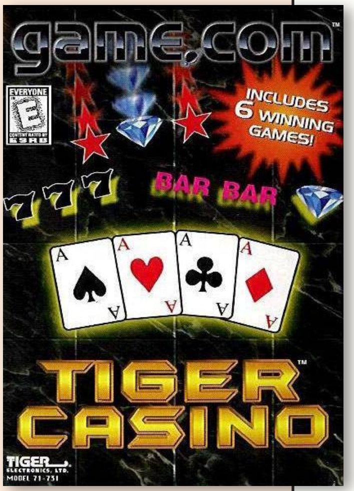
6.2

Tiger Casino

TIGER CASINO
OPTIONS
EXIT

500
SCORE
LEAVE
BET
INFO


TIGER VIDEO POKER
495
SCORE
LEAVE
DEAL
HOLD
HOLD
HOLD
HOLD
HOLD
INFO
BET


game.com
EVERYONE
INCLUDES 6 WINNING GAMES!
BAR BAR
TIGER CASINO
TIGER ELECTRONICS, LTD.
MODEL 71-731

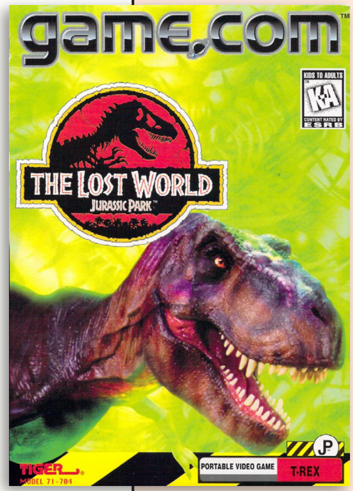
Developer Tiger Electronics
Publisher Tiger Electronics
Release date (na) 1997 / 1998
Genre Casino
Mode 1 Player

In Tiger Casino players have a choice of playing 5 different casino games following the Tiger Casino House Rules. The game includes Video Poker, Video Black Jack, Hi-Low, Slots, and Roulette.
Video Poker is a standard game of poker.
Video Black Jack - players must get a higher total over the computer without going over 21.
Hi-Low - players must flip a card and the higher one wins, but if they tie they have to go to War.
Slots - Includes two different slot machines - T-Rex and Slots O' Fruit.
Roulette is a standard game of roulette.

"mobygames.com"

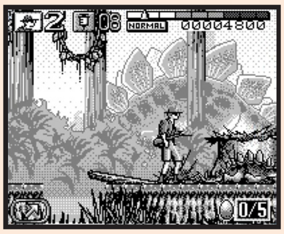
The Lost World: Jurassic Park

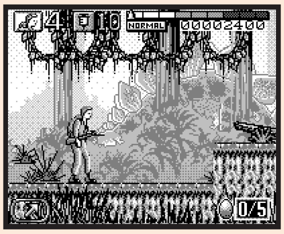
6.2

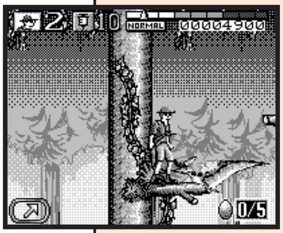


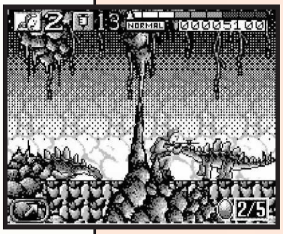
Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	(na) 1997
Genre	Action
Mode	1 Player

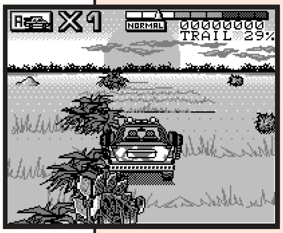
THE LOST WORLD
JURASSIC PARK

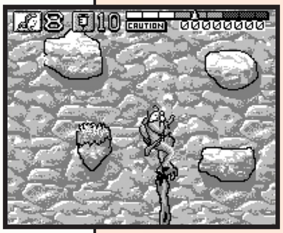












In this movie inspired game, players take the role of either Sarah Harding, anthropologist or as Roland Tembo, lead hunter of the InGen team. Harding wants to study the dinosaurs while the InGen team is intent on hunting and returning dinosaurs to the mainland.

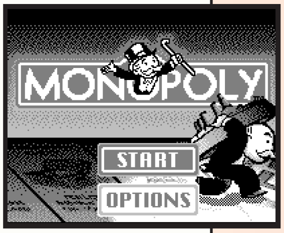
The game features six levels, each one divided into two sections: Game Trail and Nest Area. Each level begins with a Game Trail section, which is a 3D driving mini-game. The player must avoid stampeding dinosaurs and road hazards such as bushes and rocks while driving forward on a road of either dirt, grass or gravel. Nest Area, the second portion of each level, plays as a side-scroller in which the player's character must avoid dinosaurs while searching for five eggs and attempting to reach the end of the level. At the end of each level is a mother dinosaur that must be defeated. Both characters use tranquillizer darts against the dinosaurs. In addition, both characters also possess their own weapon.

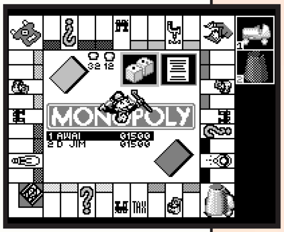
There are 3 difficulty settings, as players select a harder setting the dinosaurs will do more damage.

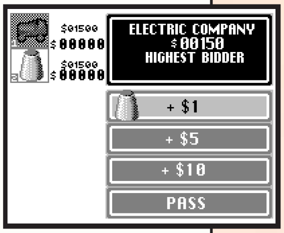
Brett Alan Weiss of AllGame praised the graphical detail and design of the Game.com version, but wrote that the *"over-abundance of graphical content can get in the way of the action. The foreground dinosaurs oftentimes blend in with some of the shorter trees, especially when the playfield is scrolling, and the busy backgrounds only add to the confusion.[...] Even if the graphics don't confuse you, it is hard to keep the dinosaurs from killing you."* Weiss praised the game's sound effects, but criticized its *"wimpy"* music, calling it *"lightweight for a game of this type."* Weiss considered the game's action to be mediocre, and criticized the poor controls, while stating that the driving levels *"are largely pointless, but they look good and they are a change of pace from the standard gameplay."*

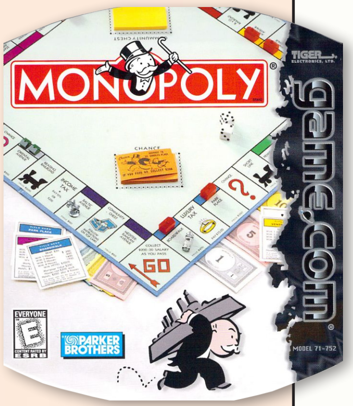
5.6

Monopoly


MONOPOLY
START
OPTIONS


MONOPOLY
1 AWAI 01500
2 D JIM 01500
TAX


$01500
$00000
$01500
$00000
ELECTRIC COMPANY
$00150
HIGHEST BIDDER
+ $1
+ $5
+ $10
PASS


MONOPOLY
game.com
TIGER
PARKER BROTHERS
GO
EVERYONE
E

Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	(na) 1999
Genre	Board game
Mode	1-6 Players

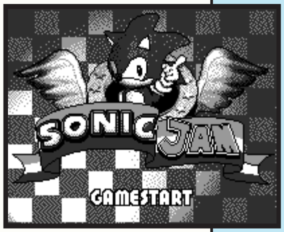
Monopoly for the Game.Com is an adaptation of the board game of real estate trading. The game can be played by up to six players on one handheld. Up to five players can be CPU-controlled - each CPU player plays in a different style.
Some of the game rules are customizable. Standard rules like auctions, the even-build rule and transactions from jail can be turned off. Optional rules include double bonus when landing on Go, one required lap before buying, and the toggling of an infinite amount of buildings in the bank.

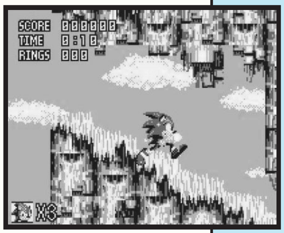
During the actual game, the board is displayed from a top-down perspective. The center of the board is reserved for animations. The game is largely icon-controlled; the icons can be activated through the buttons or through touch input.

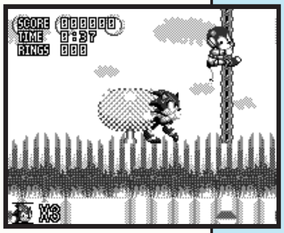
"mobygames.com"

3.7

Sonic Jam


SONIC JAM
GAMESTART


SCORE
TIME
RINGS
X3


SCORE
TIME 0:37
RINGS
X3

game.com
SEGA
SONIC
JAM
TIGER
EVERYONE
E

Developer	Sega
Publisher	Tiger Electronics
Release date	(na) July 10, 1998
Genre	Platformer
Mode	1 Player

Sonic Jam is a pseudo-compilation of the 3 Genesis Sonic games; Sonic the Hedgehog 2, Sonic the Hedgehog 3, and Sonic & Knuckles. Though the game shares the same name as the Sega Saturn Sonic Jam, the content is entirely different.

Sonic Jam for the Game.com does not contain entire games, just levels which are loosely based on the Mega Drive classics. There are three selectable characters; Sonic, Tails, and Knuckles, all of whom retain their moves from Sonic the Hedgehog 3 with the exception of Knuckles, who cannot glide or use his glide or wall climbing ability. No powerups introduced in Sonic 3 are available, however the method of entering Special Stages are similar to that of Sonic 3.

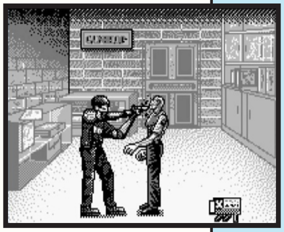
The game has a very low framerate, and as such the footage used in the Game.com commercial had been sped up.

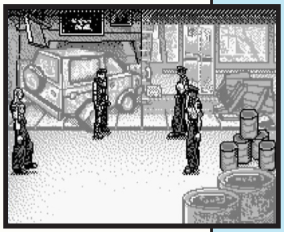
"sonicretro.org"

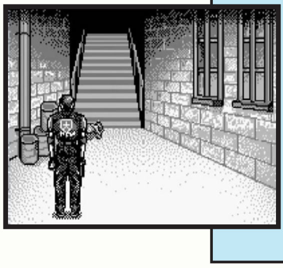
5.3

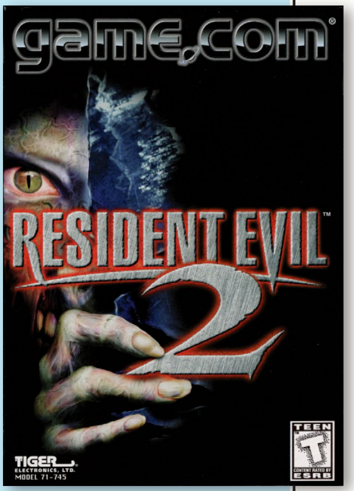
Resident Evil 2

RESIDENT EVIL 2
NEW GAME
LOAD GAME








game.com
RESIDENT EVIL 2
TIGER ELECTRONICS, LTD. MODEL 71-745
TEEN T ESRB

Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	1998
Genre	Survival "horror"
Mode	1 Player

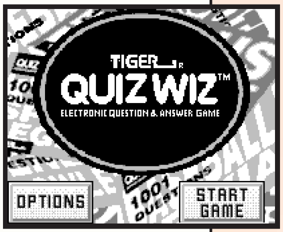
The Game.Com edition of Resident Evil 2 follows much the same structure and story of its console counterpart. The Game.Com version use sprite-based 2.5D graphic, only include Leon Kennedy's story path and removed several of the original game's core features. It can be seen as attempting to boil Resident Evil 2 down to its bare essentials: Killing zombies and collecting items.

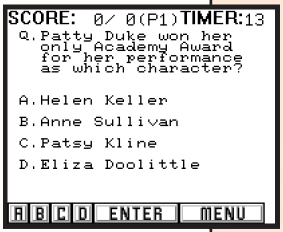
In the history of the franchise, it is the first game to be rated "T" for Teen by the ESRB, as opposed to the more typical "M" for Mature. This rating can be attributed to the Game.com's inability to render the same level of graphic violence as the original game.

Peer Schneider of IGN found the Game.com version to be frustrating and only *"partially faithful"* to the original release of Resident Evil 2. Although he believed that its graphics and sound effects managed to recreate the original game's atmosphere to a certain extent, he thought that its controls were too *"sluggish"* to allow for an enjoyable experience.

5.6

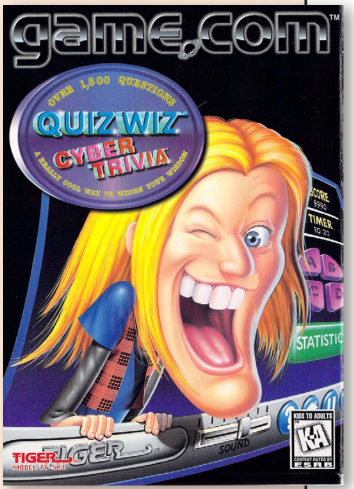
Quiz Wiz: Cyber Trivia


TIGER
QUIZ WIZ
ELECTRONIC QUESTION & ANSWER GAME
OPTIONS
START GAME



SCORE: 0/ 0(P1)TIMER:13
Q.Patty Duke won her only Academy Award for her performance as which character?
A.Helen Keller
B.Anne Sullivan
C.Patsy Kline
D.Eliza Doolittle

A
B
C
D
ENTER
MENU


game.com
OVER 1,500 QUESTIONS
QUIZ WIZ
CYBER TRIVIA
SCORE
TIMER
STATISTICS
TIGER
SOUND

Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	(na) 1997
Genre	Trivia
Mode	1-3 Players

Based on the electronic game that was made by Tiger, Quiz Wiz: Cyber Trivia challenges up to three players to answer a series of questions in five categories: Sports, Famous People, Film and TV, Potpourri, and General Knowledge. Each answer is met by a word from the Quiz Wiz host, the Wise Guy, whether correct or incorrect. After the chosen amount of questions have elapsed, the game is over and players' scores are displayed.

"mobygames.com"

Wheel of Fortune

6.2

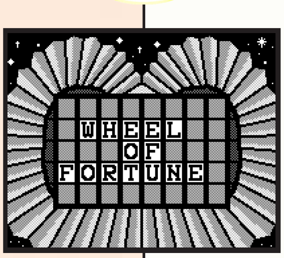
game.com
WHEEL OF FORTUNE
Wheel of Fortune
TIGER
MODEL 71-523

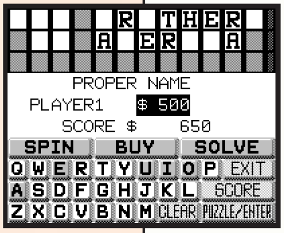
Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	1997
Genre	Trivia
Mode	1-3 Players

Wheel of Fortune for Game.Com is an adaptation of the TV game show where contestants spin the wheel to win money and have to guess letters in a puzzle.

The game follows the rules of the TV show, with three regular rounds and a final bonus round for the contestant who won the most money.

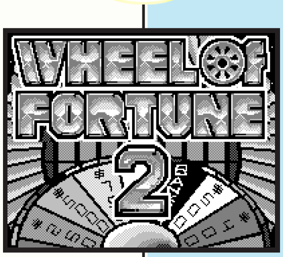
The game includes 750 word puzzles in more than a dozen categories.

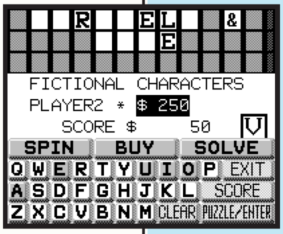

WHEEL OF FORTUNE


PROPER NAME
PLAYER1 $ 500
SCORE $ 650
SPIN BUY SOLVE
QWERTYUIOP EXIT
ASDFGHJKL SCORE
ZXCVBNM CLEAR PUZZLE/ENTER

Wheel of Fortune 2

6.7


WHEEL OF FORTUNE 2


FICTIONAL CHARACTERS
PLAYER2 $ 250
SCORE $ 50
SPIN BUY SOLVE
QWERTYUIOP EXIT
ASDFGHJKL SCORE
ZXCVBNM CLEAR PUZZLE/ENTER

Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	1997
Genre	Trivia
Mode	1-3 Players

Wheel of Fortune 2 is very similar to the previous game, with some minor graphical differences and a new set of puzzles.

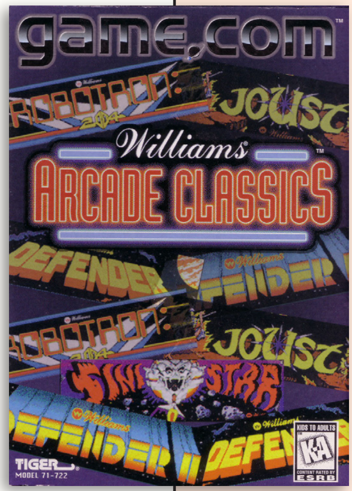
As before, up to three players can play. There is an all-new selection of portraits for players to choose from. Game graphics and touch controls are unchanged.

The game includes a new set of 750 word puzzles.

game.com
Wheel of Fortune 2
WHEEL OF FORTUNE
TIGER
MODEL 71-527

Williams Arcade Classics

5.9

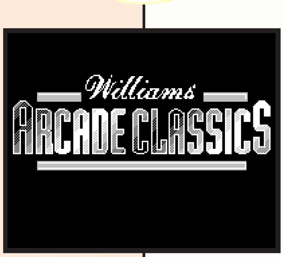

game.com
Williams
ARCADE CLASSICS
TIGER
MODEL 71-722

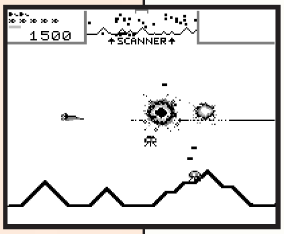
Developer	Digital Eclipse Software
Publisher	Tiger Electronics
Release date	1997
Genre	Compilation
Mode	1-2 Players

Williams Arcade Classics is a compilation that includes the following games:

- Defender
- Defender II
- Joust
- Robotron: 2084
- Sinistar

Brett Alan Weiss of AllGame rated the game three stars out of five and wrote, *"The games look a lot like the originals, but much of the animation is choppy."*

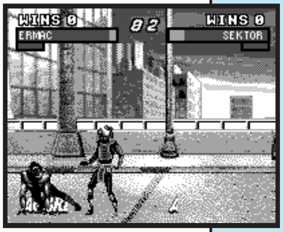

Williams
ARCADE CLASSICS

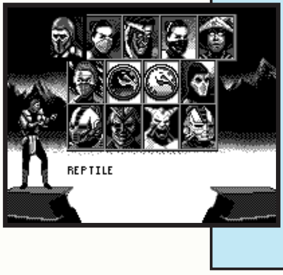

1500
SCANNER

5.1

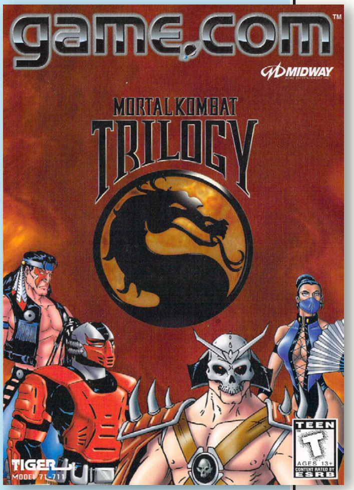
Mortal Kombat Trilogy

MORTAL KOMBAT
TRILOGY


WINS 0
ERMAC
82
WINS 0
SEKTOR



Developer	Midway Games
Publisher	Tiger Electronics
Release date	(na) 1998
Genre	Fighting
Mode	1-2 Players

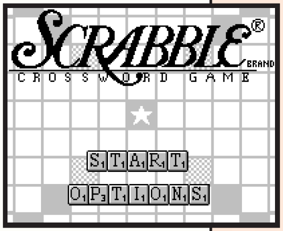

game.com
MIDWAY
MORTAL KOMBAT
TRILOGY
TEEN
TIGER

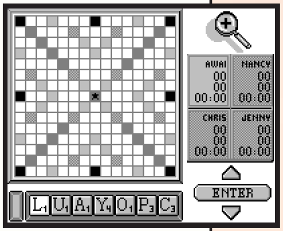
Mortal Kombat Trilogy was a launch release for the Game.com. The game includes a multiplayer mode, accessible with the compete.com game link cable.

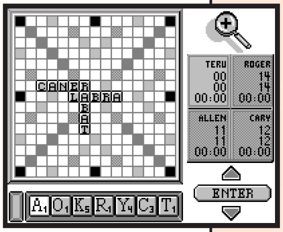
Only 13 characters (Cyrax, Ermac, Jade, Mileena, Sektor, Kitana, Motaro, Nightwolf, Noob Saibot, Raiden, Reptile and Shao Kahn) and 10 Kombat Zones remain in this version (screenshots of early releases showed a different assortment of characters). In addition, each character only has two special moves and four finishing moves: one Fatality, Babality, Friendship, and Brutality. In this version, each finishing move has the same command for every character.

7.9

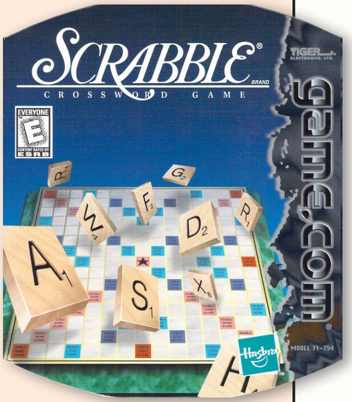
Scrabble


SCRABBLE®
BRAND
CROSSWORD GAME
START
OPTIONS


AWAI
NANCY
CHRIS
JENNY
ENTER
LUAYOPC


TERU
ROGER
ALLEN
CARY
CANEB
LABRA
ENTER
AOKRYCT

Developer	Tiger Electronics
Publisher	Tiger Electronics
Release date	(na) 1999
Genre	Board game
Mode	1-4 Players


SCRABBLE®
BRAND
CROSSWORD GAME
EVERYONE
TIGER
game.com
Hasbro

Scrabble for the Game.Com is an adaptation of the word construction board game.

The game can be played by two to four players, either on the same handheld, via compete.com cable, or against CPU opponents (with three difficulty settings available). Options include the toggling of the tournament timer and penalty timer and sort order of tiles on the rack.

During a game, the board is seen from the top with player scores at the right and the tile rack at the bottom. The game starts with the full board in view, but two zoom settings are available to check out the details and to place tiles via touch interface. When playing against human opponents, it is possible to challenge their constructed words. This is not possible against CPU opponents, who check their words against a built-in dictionary.

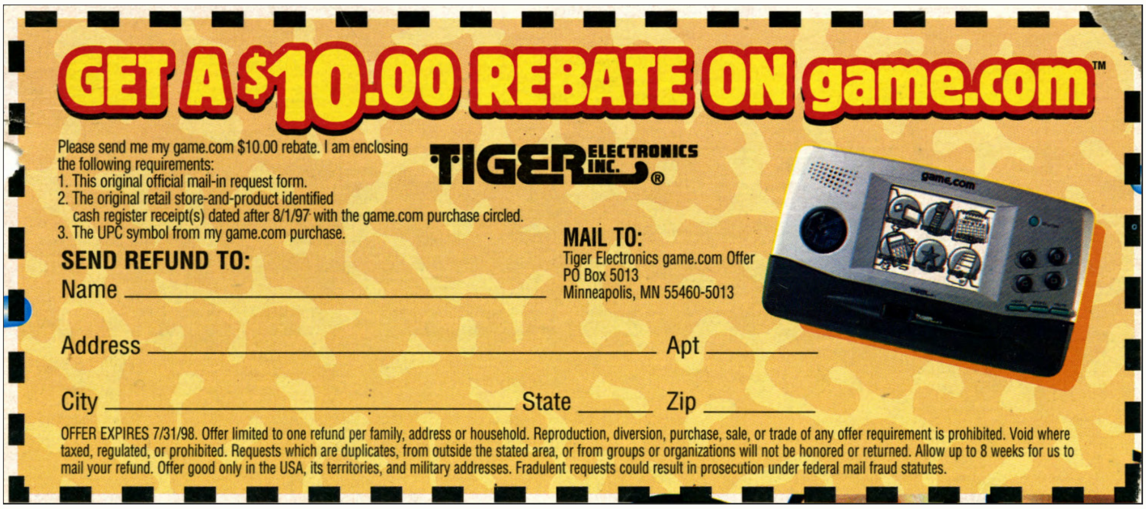
"mobygames.com"

Unreleased Game.com Games

Only 20 games were released for the Tiger Game.com over the course of its three year lifespan. 12 of those titles were released between September and December of 1997, with releases immediately slowing to a 4 games a year for both 1998 and 1999.

The lack of software support had indicated to consumers and critics that Tiger had already stopped producing games. Tiger tried to insist that they were still hard at work on Game.com games development: They sent a schedule for upcoming releases to the gaming press, hyping new titles such as Holyfield Champion Boxing, Madden Football, Deer Hunter and NASCAR Racing. These names would be among the many eventually cancelled Game.com releases.

These pages consists of cancelled Game.com games.



GET A $10.00 REBATE ON game.com™

Please send me my game.com $10.00 rebate. I am enclosing the following requirements:
1. This original official mail-in request form.
2. The original retail store-and-product identified cash register receipt(s) dated after 8/1/97 with the game.com purchase circled.
3. The UPC symbol from my game.com purchase.

SEND REFUND TO:

Name ______________________________

Address ______________________________ Apt __________

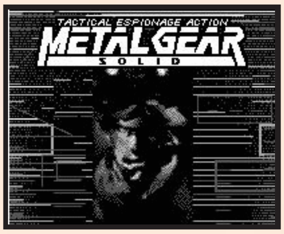
City ______________________ State ______ Zip __________

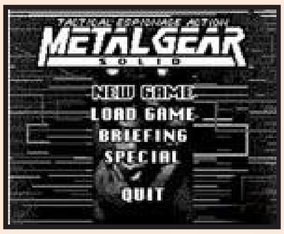
MAIL TO:
Tiger Electronics game.com Offer
PO Box 5013
Minneapolis, MN 55460-5013

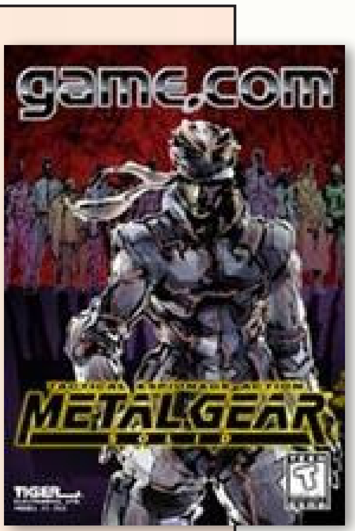
OFFER EXPIRES 7/31/98. Offer limited to one refund per family, address or household. Reproduction, diversion, purchase, sale, or trade of any offer requirement is prohibited. Void where taxed, regulated, or prohibited. Requests which are duplicates, from outside the stated area, or from groups or organizations will not be honored or returned. Allow up to 8 weeks for us to mail your refund. Offer good only in the USA, its territories, and military addresses. Fradulent requests could result in prosecution under federal mail fraud statutes.

Metal Gear Solid

Developer	Tiger Electronics
Publisher	Tiger Electronics
Genre	Action-adventure

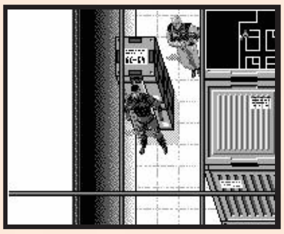

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID

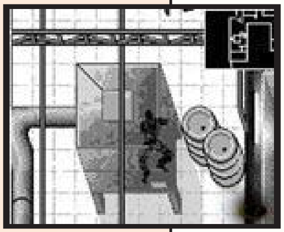

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID
NEW GAME
LOAD GAME
BRIEFING
SPECIAL
QUIT


game.com
TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID
TIGER

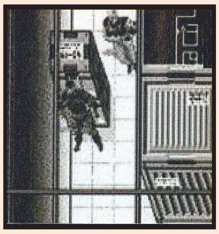
Before being cancelled, a version of Metal Gear Solid was in development for the Game.com. Little is actually known about this title. There were screenshots given to the press but it is highly possible that these were actually mock-ups.

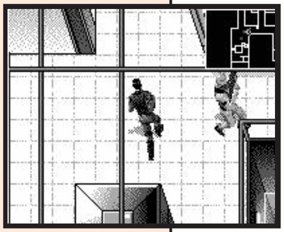
It was likely to be related to 1998's Metal Gear Solid due to the title screen and the overall scenery of the screenshots, which depict Solid Snake in his sneaking suit hiding from Genome Soldiers in the Dock. Obviously this could not have been a port of the PlayStation game, but definitely a retelling of sorts.





The game was likely to be licensed to Tiger by Konami, as this was the case with every single Game.com title that was ever released. In other words, this would have been completely outsourced.



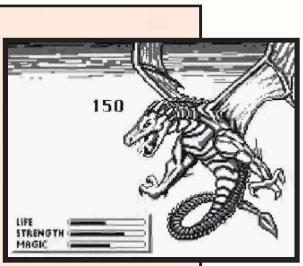


At one point, a gameplay video of this game was distributed among group members of the now-defunct America Online account "TigerGcom", but this footage seems to have been lost forever.

"Ravi Singh@thesnakesoup.org"

The Legend of the Lost

Genre	Role-playing


150
LIFE
STRENGTH
MAGIC

The Legend of the Lost Creator, also known as The "Wyvern" Game, was a RPG planned for the Game.com, but it was never released. It is unknown how much of it was done before the cancellation. The screenshot was featured in different promotional material for the Game.com.

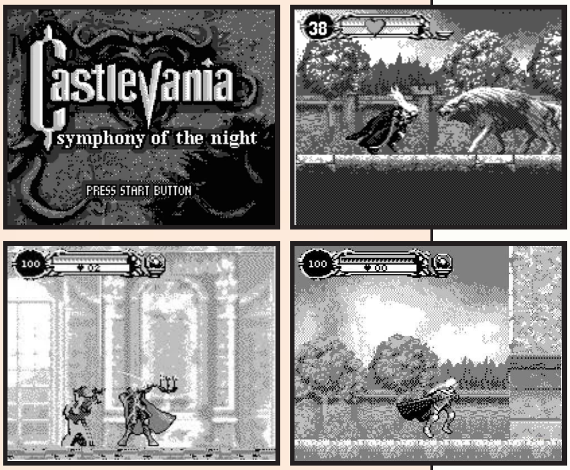
Castlevania: Symphony of the Night

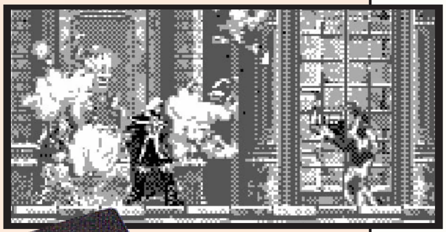
Developer	Tiger Electronics
Publisher	Tiger Electronics
Genre	Action-platformer
Mode	1 Player

This would be a simplified version of the PlayStation / Saturn Symphony Of The Night, with some evident differences for the limits of the hardware. The game was eventually cancelled during development.

One hack has been directed to Nintendo and they found info on this project planned to include the following:
It would have been in both 2D and 3D format in order to emulate the effects present in the original version.
The game was planned to be internet only.

"castlevania.fandom.com"

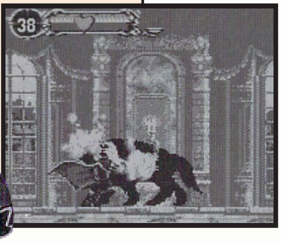




blurb from the 1998 game.com catalog;

With an unmatched track record in video gaming, Castlevania continues to challenge and surprise. Here's Dracula's descendant, the burden is on you to rid the world of the entire vampire bloodline.
Your tools: might, magic, weapons, wit.

Castlevania
game.com

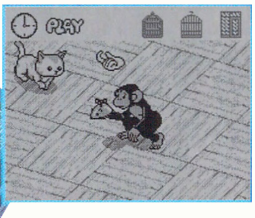


Giga Pet Deluxe

Genre Simulation

Iterating on an existing "Giga Pets" virtual pet toy line (developed to compete with Tamagotchi), Giga Pets Deluxe would've seen players caring for *"five GigaPets at once!"* The cartridge was set to include battery saves, so as to maintain the status of the pets.

Giga Pets
DELUXE



Furbyland
Furby land

Furbyland

Developer Tiger Electronics
Publisher Tiger Electronics

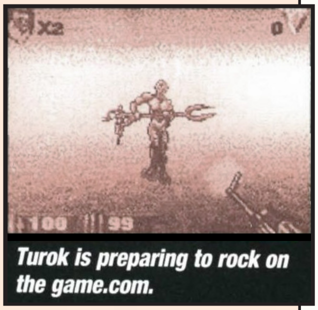
This would be a port of Big Fun in Furbyland, a children's game released for the PC in 1999.

The Game.com version was displayed in early April, 2000 at the E3. It was advertised in merchandise catalogs that came with some Furbys. Despite being displayed at an expo, the game lacks any further documentation, as it is not known how to play the game or what the game features would be. No videos of the game are known to exist, either. It is believed the game was cancelled shortly after it's initial showing at the expo it was announced at, likely due to the sudden discontinuation of the console the same year the game was announced.

"official-furby.fandom.com"

Turok

Developer Tiger Electronics
Publisher Tiger Electronics
Genre First-person shooter

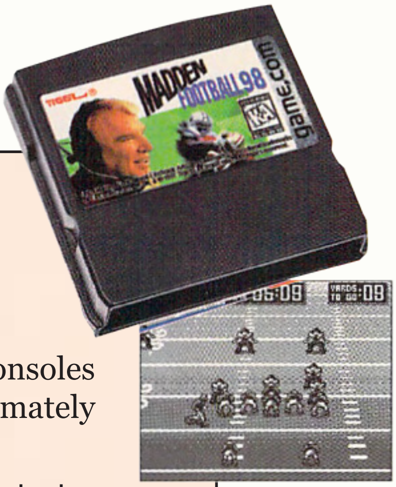


Turok is preparing to rock on the game.com.

An untitled Turok Game.com game was planned for release on the Game.com. Only one screenshot exists, featured in the Gamepro magazine issue 111 from December 1997. It seems that Tiger often shown mock ups for games that they wanted to make for the console, so it's not known on how much of Turok was really in development for their portable before it was abandoned.

The game was only named in a few release lists and most magazines at the time did not have any images. Footage was supposedly shown on an unknown episode of the gaming show Cybernet TV.

"unseen64.net"


TIGER
MADDEN
FOOTBALL 98
game.com

Madden Football 98

Genre	Sports
Mode	1-2 Players

Madden Football ‘98 was a football game released for consoles and PCs. A Game.com version was planned, but ultimately cancelled.

Players would be able to choose their line-up, plays and strategies. It would include full season and championship modes. It also includes a two-player head-to-head mode.

blurb from a game.com catalog;

He’s The Man. And he’s got all the right moves in this Football hit! Just like super coach Madden, choose your line-up, plays and strategies. It’s all here. 29 teams, over 20 plays and full season - and play-off competition. Plays designed by Madden himself.

MADDEN
FOOTBALL 99
TIGER
SPORTS
TEAM SELECT
GIANTS
AT
BRONCOS
OVERALL
OFFENSE
DEFENSE
SPECIAL TEAMS

Madden Football 99

Genre	Sports
Mode	1-2 Players

NBA Live ‘99 was a football game released for consoles and PCs in 1998. The planned 99’ version of the game was again cancelled for the Game.com.

The advert blurb gives the same information as it did with the previous years advert. Players would be able to choose their line-up, plays and strategies. It would include full season and championship modes. It also includes a two-player head-to-head mode.

The game would include a built-in battery back-up to save positions and stats.

Small Soldiers

SMALL SOLDIERS
game.com
CHIP HAZARD
45
BRICK BAZOOKA

Planned release October, 1998
Genre Action

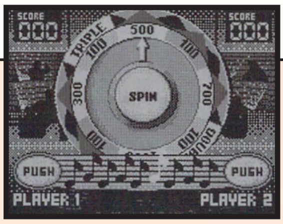
Small Soldiers would be based on the 1998 film of the same name. Several graphic assets were distributed amongst some Game.com newsgroups of the time, including mock 3D character renders and animation tests.

Players would be able to choose to alliance with the Commando Elite or the Gorgonites. Players could choose from different characters and fight against their opponents with a variety of fighting and weapons based moves.

"diskman.com"

blurb from the 1998 game.com catalog;

Based on the DreamWorks film, toy soldiers transform sleepy suburbia into a combat zone - not exactly what their inventors had in mind when they used defense technology to develop new toys!
Now it's up to you to contain the enemy and retake the homefront!
Recommended for Teens.


SCORE
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SCORE
000
TRIPLE 100
500
400
300
SPIN
700
100
DOUBLE 200
PUSH
PUSH
PLAYER 1
PLAYER 2

Name That Tune

Genre Trivia
Mode 1-2 Players

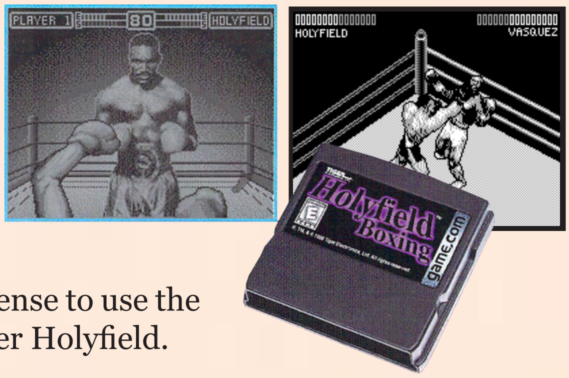
Name That Tune
game.com

Leveraging the IP to the television show – as previously adapted as a 1986 arcade game and 1993 Philips CD-i release – this title would've had players attempting to guess the titles to short snippits of popular music. The music genre would be Top 40 Country and Western.

blurb from a game.com catalog;

How quickly you can identify some of the best-loved tunes of all time? Find out in this new version of the TV classic.

Holyfield Champion Boxing



Developer	Tiger Electronics
Publisher	Tiger Electronics
Planned release	December, 1998
Genre	Sports, Fighting
Mode	1-2 Players

This would be a boxing game with the license to use the name of light heavyweight boxer, Evander Holyfield.

On October 15, 1998, Thomas Fessler, CEO of Handheld Games, talked about the development and what features that was planned for the game.

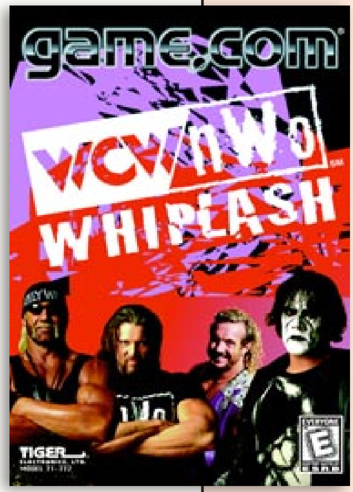
The game would be a 3/4 overhead perspective that would deliver full movement in the boxing ring with 8 directions of fighting action. Players could push the opponent into the corner, back out and move in to deliver a KO punch. The AI opponent would use different tactics, and not just side scroller punch left/right duck or a copy of other 1st person punch / punch / block / games. It would feature 10 different punches, blocking, weaving, and KO animations among others. The game would have animations using "state of the art" 3-D animation software which would deliver "realistic" motion and fighting action. It would have TV-style on-screen stats and displays

"diskman.com"

blurb from the 1998 game.com catalog;

Feel the crunch of the punch! With the built-in "real feel" pack, you'll experience every jab you land. The only game good enough to bear Holyfield's name puts you square in the middle of the ring. Recommended for All Ages.

WCW Whiplash



Genre	Sports, Fighting
Mode	1-2 Players

Very little is known about what WCW Whiplash was going to be. Any specific details or screenshots have not emerged since it was mentioned in a Gamespot article back in 2000. The game was most likely cancelled before any major work was ever done on it.

The only things proving that Whiplash existed (at least in concept) are the boxart, which one could assume is legitimate if not merely fan-made, and the number of mentions of it around the internet.

"forgottenretrohistory.blogspot.com"

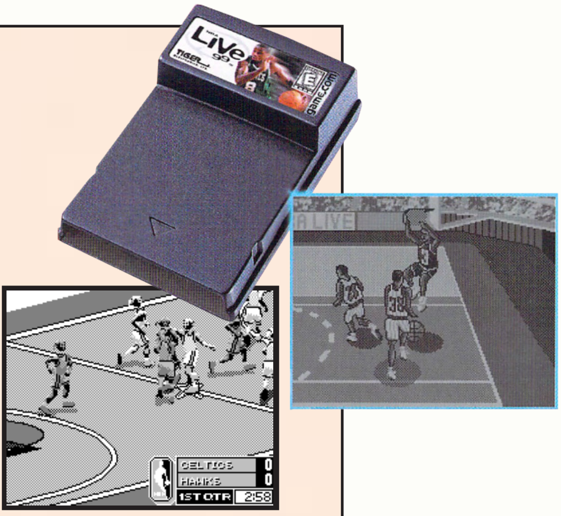
NBA Live '99

Genre Sports
Mode 1-2 Players

NBA Live '99 was apparently nearing completion before it's cancellation.

The game would be a port of the Genesis Version. It would feature Tiger's new "RAM-BLAST" expansion that would allow for more graphics, more AI and battery backed up stats tracking.

The game would include a built-in battery back-up to save positions and stats.



blurb from the 1998 game.com catalog;

Experience NBA action in this 3-on-3 version of the best-selling game. Play regular season, play-off and championship games as you vie for the ring. Includes 3-point matches and other basketball favorites. Two-player, head-to-head option requires compete.com cable (available separately) and second unit and game cart. Recommended for All Ages.

NBA Hangtime

Genre Sports
Mode 1-2 Players

NBA would include real NBA players with full range of actions and moves.

HANG TIME
game.com
072

blurb from a game.com catalog;

All the rollicking fun of the arcade hit comes home. It's NBA action as its best - and is 2-on-2, most seriously intense competitive best. Choose your player. Then choose your moves!

Virtua Fighter 3

Developer	Sega
Planned release	1997
Genre	Fighting
Mode	1 Player

Virtua Fighter 3 for the Game.com was a planned versus fighting game announced alongside the system in early 1997.

The game was not released, possibly being replaced by Fighters Megamix or cancelled due to the poor sales and reception of the Game.com system.

"segaretro.org"

These are some of the titles which was either a rumour, in development, or was just an idea that never left it's initial planning stage;

A Bug's Life
Would've served as a game tie-in to the Disney film of the same name. Probably would've been a side-scrolling platformer. Planned version for the Sega Saturn and Dreamcast was also cancelled.

Command & Conquer: Red Alert
Not much is known about this game! Apparently Tiger Electronics would be both developers and producers on the game.

Deer Hunter
The game was released on Windows (1997), Macintosh and Game Boy Color (1998). Not much is known about the Game.com version.

Godzilla
Though lacking screenshots or promo images (or even a description of its genre), an announcement for the game was initially made on March 6th, 1998. This would probably meant to be a tie in to the release of Roland Emmerich's Godzilla film in 1998.

Mutoids
A purported attempt at competing against Nintendo's Pokémon franchise; this game and toy line would've been set to feature games across the Game.com and Tiger 99X, as well as integrating as part of the "Giga Fighter" toy line.

NASCAR Racing
Not much is known about this game.

Shadow Madness
An unnamed and unannounced RPG title could be seen in one of the Game.com TV commercials. It was later discovered that this was to be a Game.com version of the PlayStation RPG Shadow Madness.

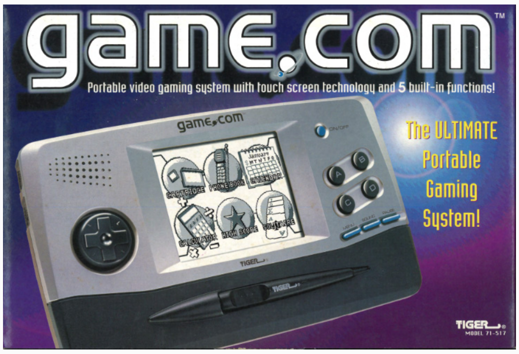
The X-Files
Not much is known about this game.

You Don't Know Jack
Not much is known about this game.

For whatever reasons, none of these games would make it to store shelves. Either development for them proved too difficult, or low console sales numbers scared Tiger away from continued development funding.

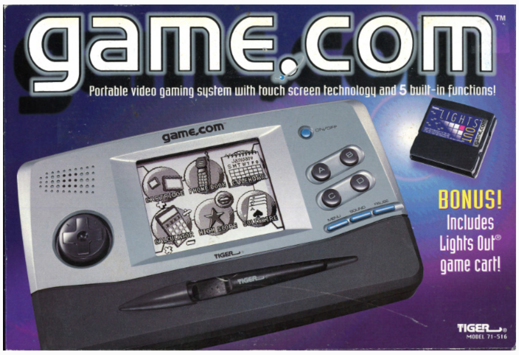
"badgamehalloffame.com/"

Console Packaging


game.com™
Portable video gaming system with touch screen technology and 5 built-in functions!
The ULTIMATE Portable Gaming System!
TIGER
MODEL 71-517

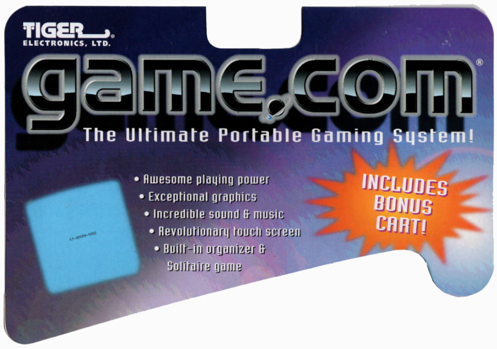
Game.com

This package only came with the system.


game.com™
Portable video gaming system with touch screen technology and 5 built-in functions!
BONUS! Includes Lights Out® game cart!
TIGER
MODEL 71-516

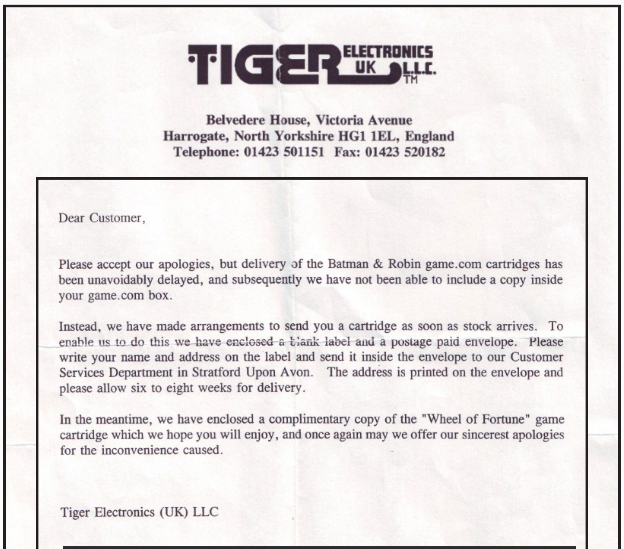
Game.com Pack-in

This package came with Lights Out.


TIGER ELECTRONICS, LTD.
game.com®
The Ultimate Portable Gaming System!
• Awesome playing power
• Exceptional graphics
• Incredible sound & music
• Revolutionary touch screen
• Built-in organizer & Solitaire game
INCLUDES BONUS CART!

Game.com

This package came in a blister pack with a bonus cart.



TIGER ELECTRONICS UK L.L.C.™

Belvedere House, Victoria Avenue
Harrogate, North Yorkshire HG1 1EL, England
Telephone: 01423 501151 Fax: 01423 520182

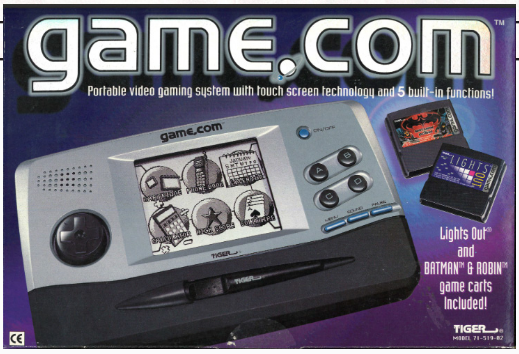
Dear Customer,

Please accept our apologies, but delivery of the Batman & Robin game.com cartridges has been unavoidably delayed, and subsequently we have not been able to include a copy inside your game.com box.

Instead, we have made arrangements to send you a cartridge as soon as stock arrives. To enable us to do this we have enclosed a blank label and a postage paid envelope. Please write your name and address on the label and send it inside the envelope to our Customer Services Department in Stratford Upon Avon. The address is printed on the envelope and please allow six to eight weeks for delivery.

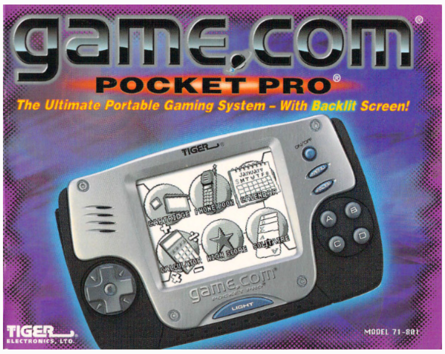
In the meantime, we have enclosed a complimentary copy of the "Wheel of Fortune" game cartridge which we hope you will enjoy, and once again may we offer our sincerest apologies for the inconvenience caused.

Tiger Electronics (UK) LLC


game.com™
Portable video gaming system with touch screen technology and 5 built-in functions!
Lights Out® and BATMAN™ & ROBIN™ game carts Included!
TIGER
MODEL 71-519-87

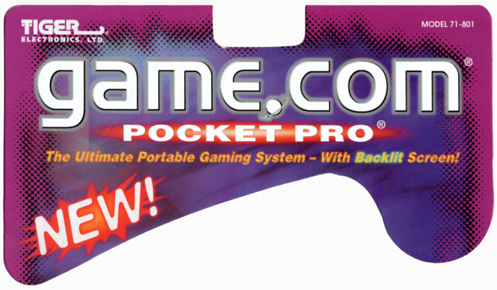
Game.com Pack-in

This package came with Lights Out and Batman & Robin (some came with and apology letter and Wheel of Fortune instead of Batman.


game.com®
POCKET PRO®
The Ultimate Portable Gaming System - With Backlit Screen!
TIGER ELECTRONICS, LTD.
MODEL 71-801

Game.com Pocket Pro

This package the Pocket Pro system.


TIGER ELECTRONICS, LTD.
MODEL 71-801
game.com®
POCKET PRO®
The Ultimate Portable Gaming System - With Backlit Screen!
NEW!

Game.com Pocket Pro

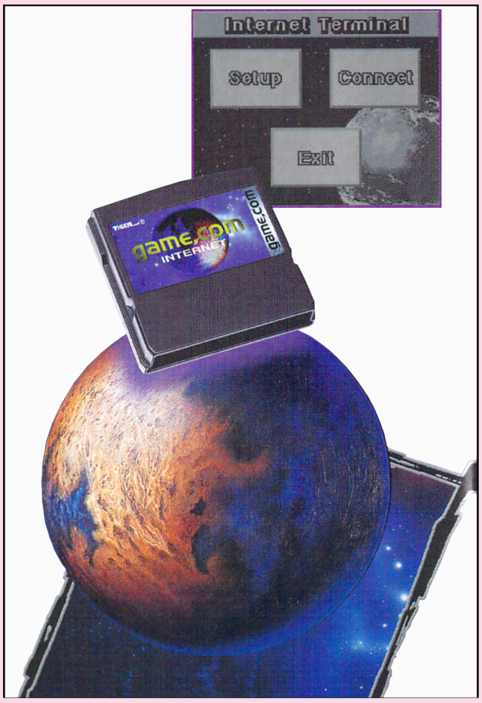
This package came in a blister pack with a bonus cart.

Game.com Internet

The Game.com internet connectivity functions were not built into the system. Instead, they required further investment, in the form of additional cartridges and a dedicated Game.com modem. The modem came bundled with the Tiger Web Link cartridge which allowed players to upload their game high scores to a (now defunct) dedicated Tiger web server. If users wanted to connect to the internet, they would need to purchase the additional Game.com Internet cartridge, and subscribe to Tiger's own "Delphi" ISP for $2.99 a month.

Tiger recommended users to use Delphi when connecting to the internet via game.com, since Delphi specialized in text-based services, and had formatted its service especially for game.com users.

The Pocket Pro removed the second cartridge slot, making the internet feature useless.



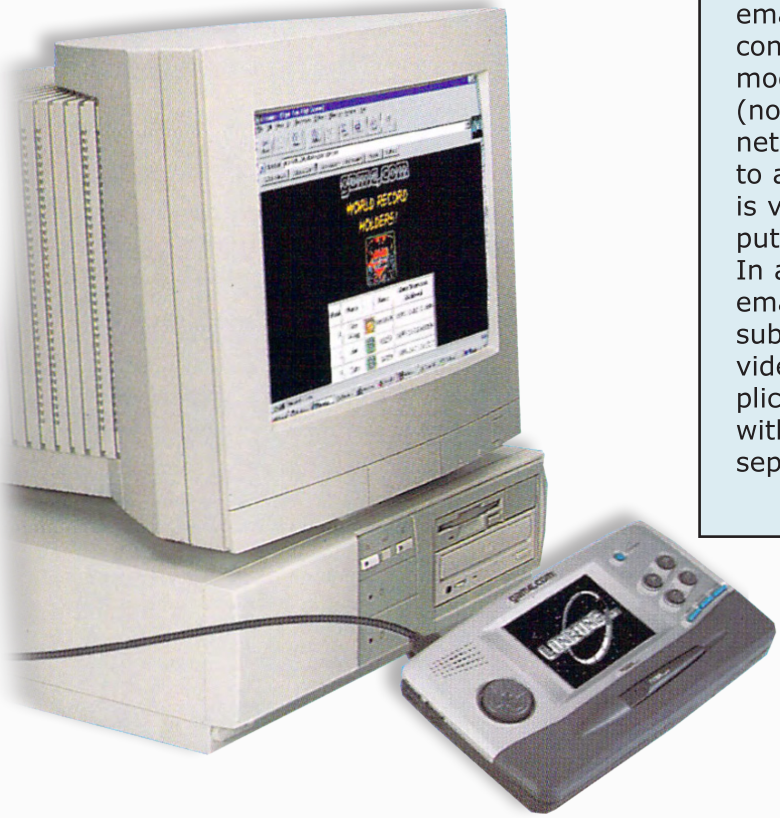
Internet Cartridge

The cartridge was priced at $19.95. It came with an extra cable which connected to the systems com.port. With the cartridge, users could launch websites in text-only mode and access their e-mail account.

blurb from a game.com catalog;

Internet Cartridge

The most affordable way to send and receive email! This internet cart and cable let you connect your game.com to your external modem (not included) and your telephone (not included) to access text-based Internet and email function. You can send email to any email account, whether that account is viewed on another game.com, on a computer or on a TV-based email connection. In addition, your game.com will receive the email other people send to you. Requires a subscription with an Internet Service Provider specialising in text-based services. Application forms for the service are included with the cartridge. Modems may be ordered separately from Tiger.



Game.com Modem

To access the internet became trial-and-error for many users as both Tiger's website and the included manual gave incorrect instruction for setting up a Game.com for internet access.

The monthly fee, two extra peripherals, and confusing setup required meant that only a small percentage of Game.com owners had a subscription to the Game.com internet service.

The official Game.com modem was also released in limited numbers.

blurb from a game.com catalog;

Modem

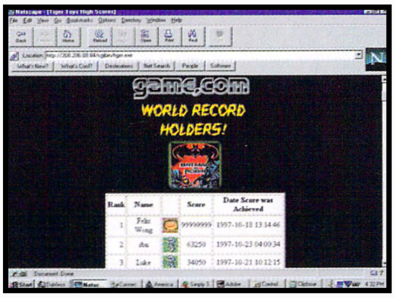
The most affordable way to get online! Connect your game.com to this external, 14.4kbs modem to access text-based Internet and email services. INTERNET CARTRIDGE REQUIRED (available separately). Also required is subscription to a text-based Internet Service Provider; an application form is provided.

WORLD COMM
game.com
FAX DATA
TIGER

Tiger Web Link

The Tiger Web Link would let users upload their scores from various games to see how they rank with other players around the world, or they could download cheat codes that, depending on the game, could unlock hidden powers and characters.

The website would have high-score contests with prizes for the highest scores on various games.



See how you stack up!

blurb from a game.com catalog;

Tiger Web Link

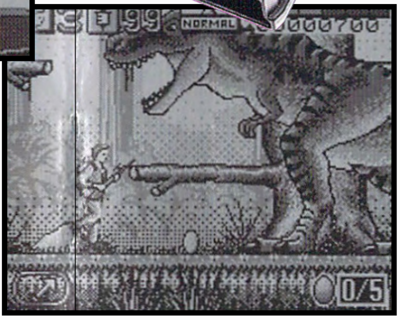
This one-of-a-kind, exclusive to game.com product lets you connect your game.com system to your Internet-capable PC. Once linked, you can send your high scores from your favourite games to the game.com Website, where you can compete in worldwide competitions for the best players. You can also download cheat codes to unlock hidden features and powers in most of your games.

Requires a minimum 486, Windows 95®, 66MHz IBM-compatible PC equipped with an Internet connection. The Web Link kit includes a game.com cart, a CD-ROM and a cable to link your game.com to your computer.

NOOD SAIBOT

Unlock new characters

Tiger Web Link
game.com

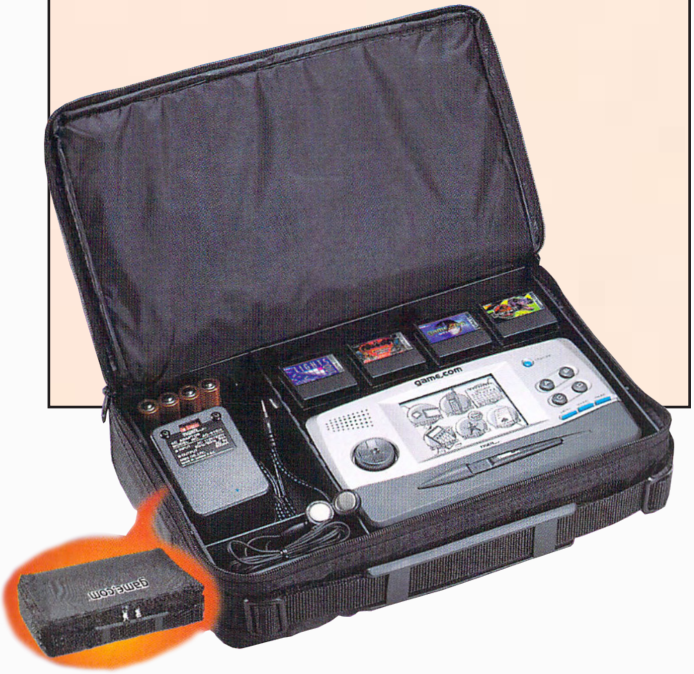


Retrieve hidden powers!

Accessories

Carrying Case

This was an official padded carrying case designed for use with the Game.com.

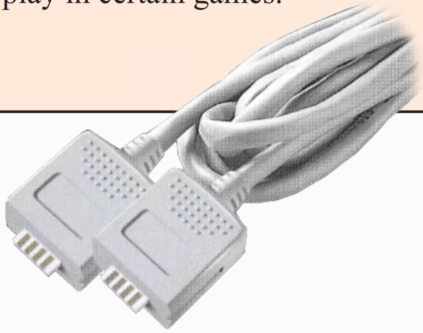


Headphones

These official headphones have a standard jack to fit most audio equipment.

Head-to-Head Cable

This was the Compete.com cables which enabled two Game.coms to hook together for Vs. play in certain games.



AC Adaptor

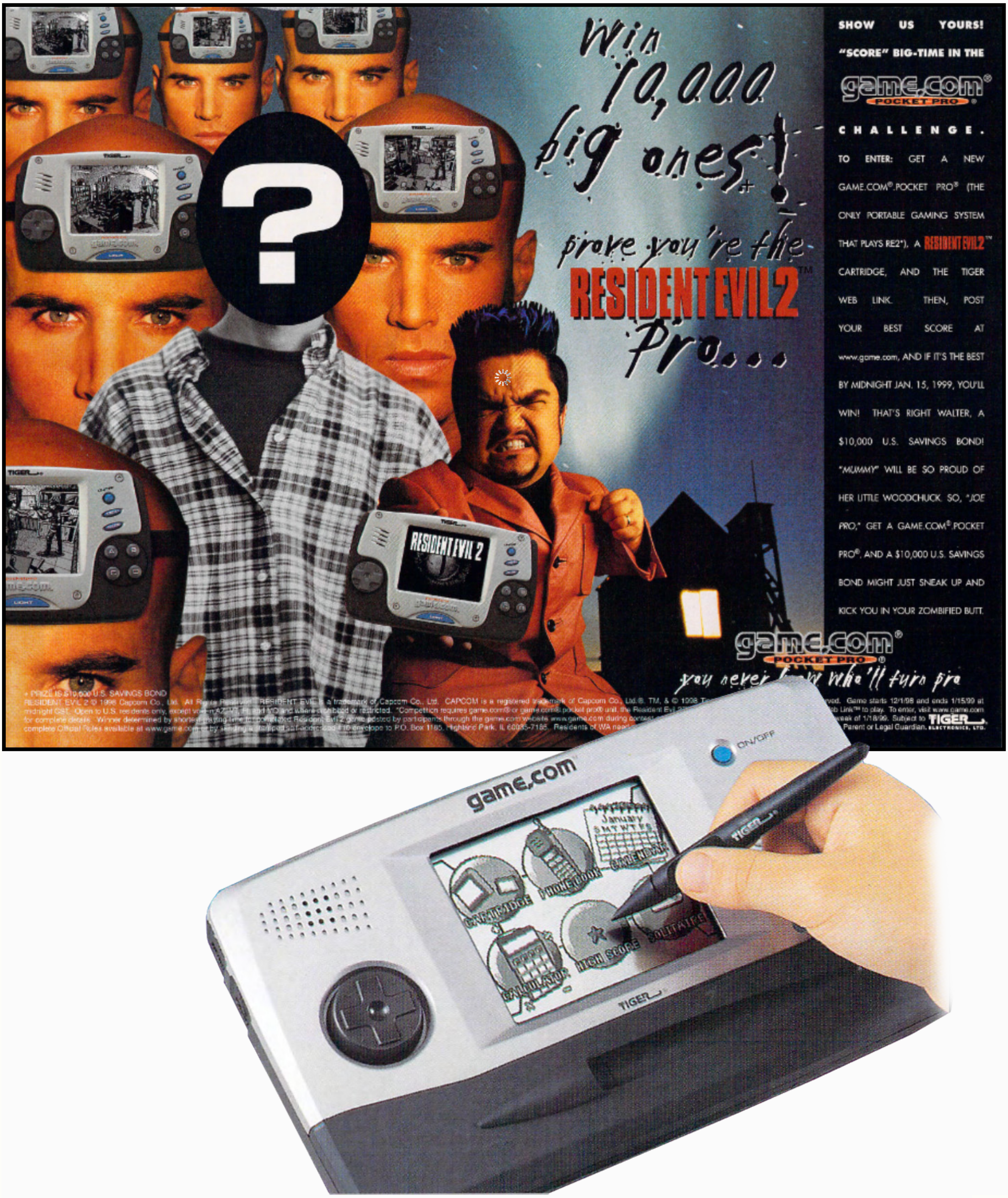
Users could purchase a AC Adapter, which would allow them to circumvent the short battery life span, as long as they remained near a power plug while they played.

This standard adaptor fits many other appliances.

Stylus

Owners could purchase additional styli from Tiger Electronic's website.

“Plays More Games Than You Idiots Have Brain Cells!”


Win 10,000 big ones!
prove you're the
RESIDENT EVIL 2™
Pro...
game.com®
POCKET PRO®
you never know who'll turn pro
RESIDENT EVIL 2
TIGER
game.com
ON/OFF
January
CARTRIDGE
PHONE BOOK
CALENDAR
CALCULATOR
HIGH SCORE
SOLITAIRE
TIGER ELECTRONICS, LTD.

SHOW US YOURS! "SCORE" BIG-TIME IN THE game.com® POCKET PRO® CHALLENGE. TO ENTER: GET A NEW GAME.COM® POCKET PRO® (THE ONLY PORTABLE GAMING SYSTEM THAT PLAYS RE2*), A RESIDENT EVIL 2™ CARTRIDGE, AND THE TIGER WEB LINK. THEN, POST YOUR BEST SCORE AT www.game.com, AND IF IT'S THE BEST BY MIDNIGHT JAN. 15, 1999, YOU'LL WIN! THAT'S RIGHT WALTER, A $10,000 U.S. SAVINGS BOND! "MUMMY" WILL BE SO PROUD OF HER LITTLE WOODCHUCK. SO, "JOE PRO," GET A GAME.COM® POCKET PRO®, AND A $10,000 U.S. SAVINGS BOND MIGHT JUST SNEAK UP AND KICK YOU IN YOUR ZOMBIFIED BUTT.

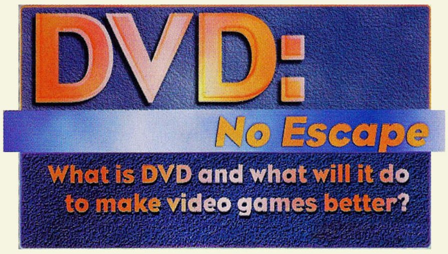
• PRIZE IS $10,000 U.S. SAVINGS BOND
RESIDENT EVIL 2 © 1998 Capcom Co., Ltd. All Rights Reserved. RESIDENT EVIL is a trademark of Capcom Co., Ltd. CAPCOM is a registered trademark of Capcom Co., Ltd.®, TM, & © 1998 T rved. Game starts 12/1/98 and ends 1/15/99 at
midnight CST. Open to U.S. residents only, except void in AZ, VT, FL and MD and where prohibited or restricted. *Competition requires game.com® or game.com® pocket pro® unit, the Resident Evil 2 eb Link™ to play. To enter, visit www.game.com
for complete details. Winner determined by shortest playing time to completed Resident Evil 2 game posted by participants through the game.com website www.game.com during contest week of 1/18/99. Subject to
complete Official Rules available at www.game.com or by sending a stamped self-addressed #10 envelope to P.O. Box 1185, Highland Park, IL 60035-7185. Residents of WA need Parent or Legal Guardian.

Checklist For Commercial Released Game.com Games

Name	**Rarity**	**C**	**I**	**B**	**pg.**
Batman & Robin	48%				184
Centipede	36%				184
Duke Nukem 3D	49%				185
Fighters Megamix	26%				185
Frogger	34%				186
Henry	40%				187
Indy 500	16%				186
Jeopardy!	41%				187
Lights Out	8%				188
Lost World: Jurassic Park , the	42%				189
Monopoly	48%				190
Mortal Kombat Trilogy	24%				193
Quiz Wiz: Cyber Trivia	44%				191
Resident Evil 2	5%				191
Scrabble	23%				193
Sonic Jam	50%				190
Tiger Casino	21%				188
Wheel of Fortune	22%				192
Wheel of Fortune 2	55%				192
Williams Arcade Classics	16%				192

The rarity score are taken from rarityguide.com, which makes the score not very accurate.

Article from: GamePro
- Issue 98 - September 1997



DVD: No Escape

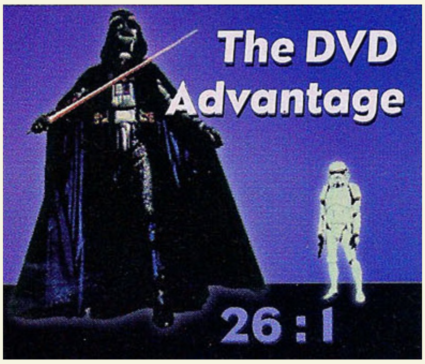
What is DVD and what will it do to make video games better?

DVD versus CD? It's more confusing than it has to be.

DVD (digital video disc) is basically a data storage and retrieval format. The data-storage medium is the DVD-ROM. Like the CD-ROMs we all know and love, DVD-ROMs are silver 4.75-inch diameter optical discs designed to be read by a laser sensor. From there the comparisons begin to drop off. .. and fast!

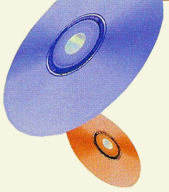
CD or Not CD

A DVD is like a CD on steroids. DVDs can store data on both sides of the disc, in single or double layers. A single-sided, single-layered DVD boasts seven times the data capacity of a standard CD (which holds about 650 megabytes). That's 4.7 gigabytes (GB) of data, enough to store an entire movie like Star Wars including Dolby Surround soundtracks. Now, do the math: Double-sided discs hold 9.4 GB while doublesided, double-layered DVDs hold 17 GB. In CD terms, that's 26 discs!



The numbers above shouldn't be confusing, but if they are, rest assured that DVD drives will read any DVD disc format and any CD format, too, including CD audio.

Deep Data

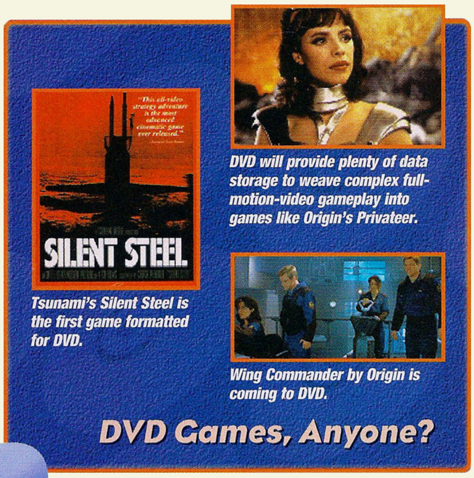


But DVD represents more than a big data container for games. There are also several DVD data formats that will affect game designs. The most important is support for MPEG-2, which is a compression technique for storing video clips. What this means is that DVD will be able to replay movie video with picture quality three times that of VHS, even better than a laser disc. A DVD Star Wars game, therefore, could very easily contain actual footage from the movies and play it back at primo quality.

Additionally, the DVD format has a special built-in feature for parental controls that enables programmers to "splice" together several game tracks around violent game episodes. PG-rated Duke Nukem, anyone?

DVD Systems?

There's no doubt that DVD is coming to gaming, and it will definitely impact PC games before the consoles. Obviously, DVD as a new data format requires a unique disk drive, so a DVD game console must be built from the ground up (hello, PlayStation 2 and Sega Black Belt?). For PCs and their great open system designs, disc-drive makers like Creative Labs are already selling DVD upgrade and add-on kits.



Tsunami's Silent Steel is the first game formatted for DVD.

DVD will provide plenty of data storage to weave complex full-motion-video gameplay into games like Origin's Privateer.

Wing Commander by Origin is coming to DVD.

DVD Games, Anyone?

DVD players? Uh, uh. They're designed to play movies, eventually to replace VCRs as video playback and recording devices. But the simple control interface is not designed for full-out button-smashing gameplay.

DVDCames?

Game makers are already exploring the DVD frontier. Tsunami Media publishes Silent Steel in DVD format, and will release Crazy 8s and Silent Steel 2 in DVD format this year. Origin Systems is working on DVD games for its Privateer and Wing Commander series, while Activision will load Spycraft and Zork Nemesis onto one DVD disc. For hardcore gamers everywhere, DVD is definitely in your future.

GP32

A
B
START
SELECT
GAME PARK

The GamePark 32 is a Korean handheld that attained popularity in European markets after its release. The console was popular due to its vast abilities, including emulation, freeware, homebrew, music playback, and more.

Please visit OpenHandhelds Archive for
a active community of GP32 homebrew developers and users.

other notable links:
hooka.gp2x.de
A History of Korean Gaming

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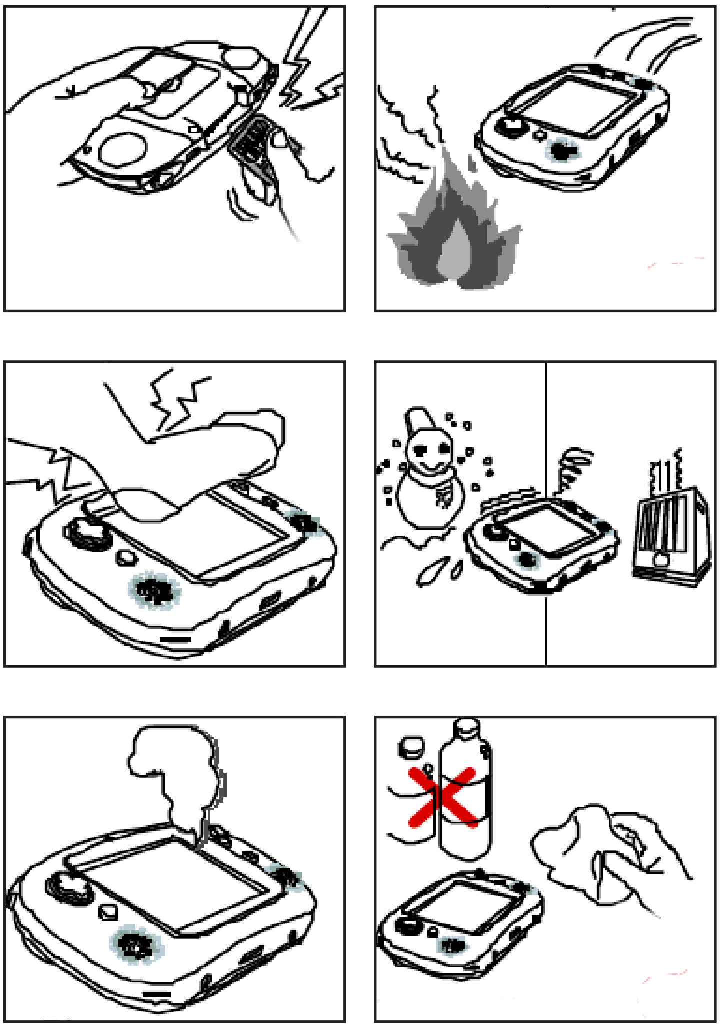
CONTENT

Game Park 214
Developers 216
GamePark 32 218
Commercial GP32 Games 221
Unreleased GP32 Games 236
Independent and Homebrew Games 242
Accessories 249
Console Versions 251
Checklist For Commercial Released GP32 Games 252



GAME PARK

Founded in 1996 in South Korea, Game Park entered the industry using government money. At the time, games in Korea were only made for PCs and Arcade. There was a law established after World War II that forbid importation of Japanese electronics. Some clones of Japanese consoles such as the Sega Saturn (cloned by Samsung) and Nintendo 64 (cloned by Hyundai) were holders of minor market shares. In a place where most games ran on the PC, a small place resided for video game consoles. To make changes, the South Korean government decided to fund a company that would create a console to compete against the monopolized Japanese market. A contest was held and Game Park was the winning company. Game Park was set to create the first portable video game system from Korea.

the founder of Game Park:
겜브라스 조정현 대표

The GP32 (Game Park 32-bit), their first system, was then being designed. The console was complete after five years of development. Game Park's new handheld had a major internal hardware upgrade making it more powerful than the GameBoyAdvance.

The GP32 originally launched in November 2001, in Korea exclusively. Game Park had opted for a narrow-area market approach so they could better handle the production costs. The result was small success in Korea.

Game Park did make an error: paying a large amount of money to port PlayStation games to their consoles. The porting was handled by Korean developers which had never seen a PlayStation before because of its interdiction in Korea. It was very difficult for them to import games and it ended up that only one ported game was made, Princess Maker 2, a simulation so complicated it never was translated. One had to speak Japanese to play it well.

Though the GP32 was planned to be a gaming console, its game selection was not sufficient in quality or quantity to truly compete against the Game Boy Advance. One of its advantage was that it had no competition from Nintendo and Sony. On January 1, 2002, however, Korea finally allowed imports of Japanese electronics. The system's success hinged on being an open source handheld attractive to independent developers and capable of supporting video and audio playback.

2002 was a year of good news at Game Park. In spring, the leaders of Game Park took a tour in France to discuss publishing matters with Infogrames and Atari. The visit was to conclude an association to launch the GP32 in North America under the Atari name. The contract was to be for one million systems and games made by Atari and Eidos. Some of those games would have been Deus Ex or even the Tomb Raider series.

Game Park also announced a variety of accessories to be made for the GP32, including a television module, a flash reader and an RF module for wireless multiplayer gaming, etc.

In May, the GP32 was presented at E3 2002 where it receives the moniker of "mini Xbox" for its multimedia capabilities. The DivX reader is announced, as well as the GPI, which is a GP32 capable of functioning as a video game console, a cell phone, and a PDA.

At the end of August was the ECTS in London. There, Game Park announced new games and the launch of the GP32 in Europe, before Christmas, first in the UK.

The JoyGP was also launched in 2002, a web site to download games for the GP32, both free and for cost. Game Park also made a contest called the ADIC. The contest consisted of making the best open source GP32 game. The prizes were development kits (3 in total), but only one was won. The game, Tie Break Tennis, that resulted from it was quickly forgotten.

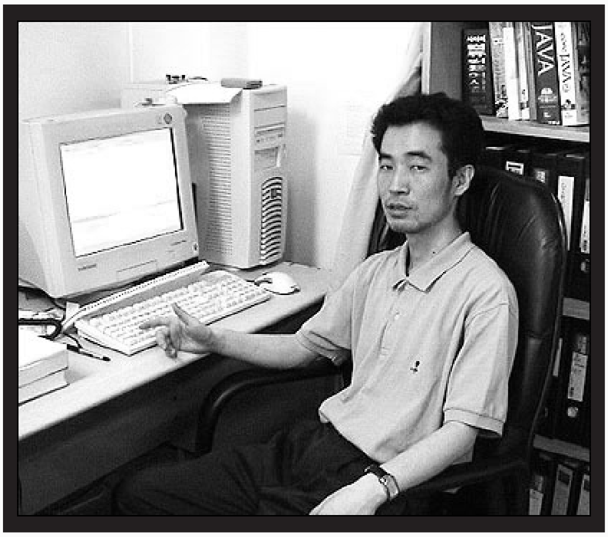
In 2003, the Game Park line was still not released in Europe or North America.

Team17, the developer of Worms, offered to port their games directly on the GP32 for free. Although most companies demanded financial support, Team17 only asked for two GP32 units to test their games. Game Park refused, for currently unknown reasons.

In July 2003, GP32News, a French news web site for the GP32 took a personal initiative to show and publicize the GP32 at the Japan Expo in France. Game Park refused to fund the site, which would have helped give the GP32 a publicity boost.

At the Game Convention event in Germany in August, the GP32 was announced with a European launch for Holiday 2003. Numerous distributors to sell the system, as well as the first editors of European games to start development were contacted.

The company in charge of distributing the GP32, Mitsui (a well-known company in Japan) abandoned Game Park for a bigger company, Sony. Mitsui then was in charge of distributing the Sony PSP in Europe, after having no communication from Game Park.



In early 2005, there was an internal disagreement in Game Park about where to take the company. Some former employees split off to form GamePark Holdings, which successfully released the GP2X handheld console in November 2005 and released the GP2X Wiz in April 2009.

In 2006, the original Game Park officially announced the XGP, the successor to their GP32. They also announced the XGP-Mini, a smaller version of the XGP with half the RAM. Later on, they announced the XGP-Kids, a redesign of the GP32, featuring the same hardware at a lower price for younger players.

None of these consoles were actually released, and in March 2007 Game Park filed for bankruptcy.

Gamepark's official website is currently unavailable and was previously replaced by a website for a shoe store before it was taken down.

Developers

Sonnori Co., Ltd.

Sonnori was a South Korean company that was established in 1994 as a development team of Softry, and later of Phantagram. The company became independent in February 1998. Sonnori is best known for their work on the Astonishia Story games.

The company was founded by the original team behind the cult classic horror game, White Day: A Labyrinth Named School.

T3 Entertainment

T3 (티쓰리엔터테인먼트) started up as a budget developer of humble kids games and contract works, and ended up as one of the major online game developers of Korea, becoming successful enough to outright buy their former publisher Hanbit Soft, when it was financially beaten after a number of commercial failures.

"hardcoregaming101.net"

Byulbram

Byulbram Creature (별바람 크리쳐) isn't a company per se, but actually the screen name of Gwang-Sam Kim, who started in 1991 as a sole homebrew programmer and created some of the very first Korean fighting games. With Geunyeo-ui Gisadan (Her Knights), he made the jump to retail game developer in 2000. After that he was mainly focused on handheld and mobile games.

Gwang-Sam Kim continues to actively support independent game development. He functions as chairman of the "Korea Game Developers Association" and he is also teaching game development at ChungKang College of Cultural Industries.

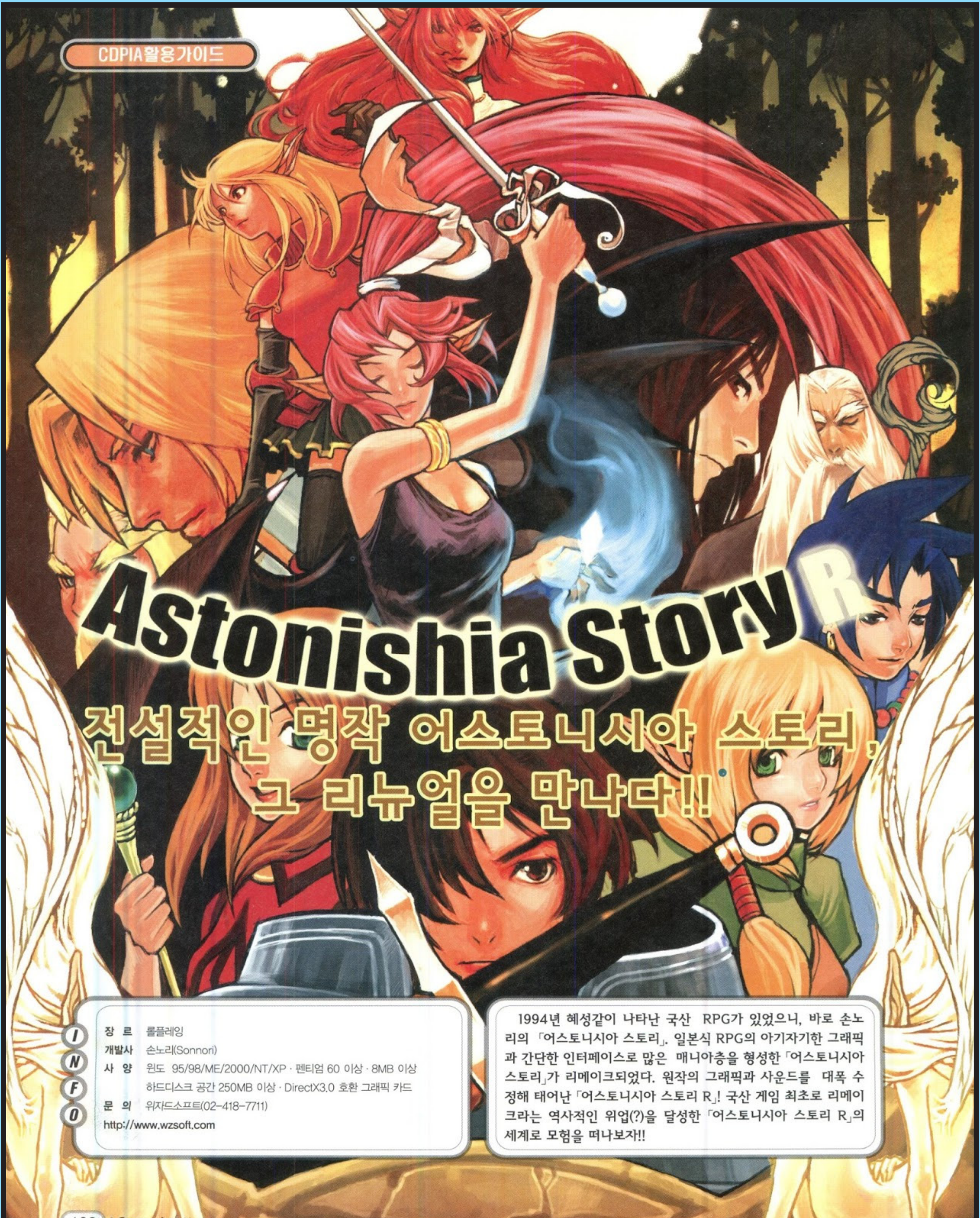
게임개발은 수도승처럼..

Seed 9

Seed (씨드나인) was formed as the internal game development team of a company called Core Technology in 1998, but reformed as Seed 9 Entertainment after the first and only game developed there. Since its inception, the company remains comparatively small (15 employees in December 2012), so releases of new games are very sporadically but usually quite popular regardless of their indie-sized budget.

In 2008, a cooperation with Capcom was announced to produce an MMO sequel to the classic Ghosts 'n Goblins series3. CJ Internet (now CJ E&M) became the publisher. On February 3rd, 2010 CJ Internet announced that it had made Seed 9 its subsidiary by buying 53% of its stocks, renaming it to Seed 9 Games in the process. After the high profile licensed title Ghouls 'n Ghosts Online turned out to be a flop, Seed 9 evaded to the mobile games sector5, which proved a very successful decision, as the first title Dahamkke Pungpungpung turned into a mass phenomenon in Korea, which was downloaded more than ten million times.

"hardcoregaming101.net"



Astonishishia Story R

전설적인 명작 어스토니시아 스토리, 그 리뉴얼을 만나다!!

INFO

장 르	롤플레잉
개발사	손노리(Sonnori)
사 양	윈도 95/98/ME/2000/NT/XP · 펜티엄 60 이상 · 8MB 이상 하드디스크 공간 250MB 이상 · DirectX3.0 호환 그래픽 카드
문 의	위자드소프트(02-418-7711)

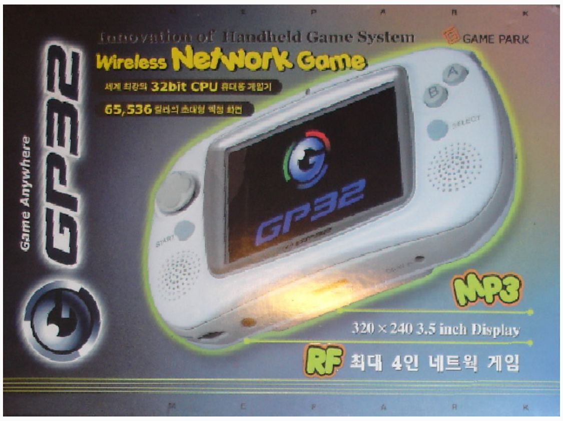
http://www.wzsoft.com

1994년 혜성같이 나타난 국산 RPG가 있었으니, 바로 손노리의 「어스토니시아 스토리」. 일본식 RPG의 아기자기한 그래픽과 간단한 인터페이스로 많은 매니아층을 형성한 「어스토니시아 스토리」가 리메이크되었다. 원작의 그래픽과 사운드를 대폭 수정해 태어난 「어스토니시아 스토리 R」! 국산 게임 최초로 리메이크라는 역사적인 위업(?)을 달성한 「어스토니시아 스토리 R」의 세계로 모험을 떠나보자!!

GamePark 32

Originally released on November 23, 2001, the GamePark 32 is a Korean handheld console developed by GamePark. The console was released mostly in Korea, although it could be found in other countries, such as Spain, Italy, Portugal, the United Kingdom, and Sweden. The GamePark 32 never saw a release in North America.

The GamePark 32 is quite unlike other handheld consoles of the time. Instead of using a proprietary form of media to play games, the GamePark 32 uses SmartMedia cards, which makes the console very accessible from a development standpoint.


Innovation of Handheld Game System
GAME PARK
Wireless Network Game
세계 최강의 32bit CPU 휴대용 게임기
65,536 칼라의 초대형 액정 화면
Game Anywhere
GP32
MP3
320 × 240 3.5 inch Display
RF 최대 4인 네트윅 게임

Innovation of Handheld Game System
GAME PARK
Wireless Network Game
세계 최강의 32bit CPU 휴대용 게임기
65,536 칼라의 초대형 액정 화면
Game Anywhere
GP32
FLU
START
SELECT
MP3
320 × 240 3.5 inch Display
RF 최대 4인 네트윅 게임

GAME PARK
GP32 BLU
www.gp32.com
GP32 BLU
Play anywhere
Enjoy anytime mp3, movies, Images,text...

Several iterations of it were developed, including a metallic look, and a style issued from the original Game Boy design, and a flat panel with a screen on the upper part and buttons on the lower part. Those systems were shown at the 2000 Tokyo Game Show but failed to catch attention with their inferior hardware and games. After five years of development, Game Park opted for a more plastic look, a lot like the Game Boy Advance.

The console has a four-way mini-joystick controller, two main buttons ('A' and 'B'), two shoulder buttons on each side of the SMC slot ('L' and 'R') and two other menu buttons on each side of the screen ('SELECT' and 'START'), made from a softer, translucent rubber. The console also has a USB 1.1 port for connection with a host computer, a serial expansion port, a 3.3 V power adapter input, a headphone connector and a rear compartment which holds two AA sized batteries. It also feature built-in RF system link for multiplayer gaming. It is based on a 133 MHz ARM CPU and 8 MB of RAM.

The GamePark 32, new out of the box, could launch applications either from a SmartMedia card of downloaded from an online store, it could play MP3 format music files, and it could connect to a PC. Applications could be purchased or downloaded in several ways. Most commercial games were available boxed in retail stores, as well as the online "JoyGP" store. JoyGP was the international version of MegaGP, a Korean online store meant for downloading games.

There are three main commercial versions of the unit characterized by different display types. Commercial units are white in color with either grey or white buttons and trim. There are also a number of differently colored promotional units, and several prototype units with different designs.

GP32 NLU

The original GP32 was the no-light unit (NLU) which relied on an external light source to view the screen.

GP32 FLU

In late 2002, Game Park introduced the frontlight unit (FLU) as a factory modified (by Hahotech) version of the NLU. It provides its own illumination via a transparent panel between the LCD display and the plastic screen cover. The extra hardware resulted in a slightly raised display frame when compared to the NLU and BLU variants. The GP32 FLU's name was derived from a sticker added to the front of the GP32 packaging differentiating it from the standard non-light versions.

GP32 BLU

In mid-2004, Game Park introduced the backlight unit (BLU). The new BLU LCD was compatible with the NLU (and FLU) and provided superior screen display in poor lighting conditions.

GP32 BLU+

At the end of 2004, Game Park released a second version of the BLU, which had a different LCD to the first version BLU units. The new BLU+ LCD was not 100% compatible with the original LCD screen and so software required special handling to support both LCD versions. The BLU models also had a slightly different USB port connector and better quality micro switches for the controller.

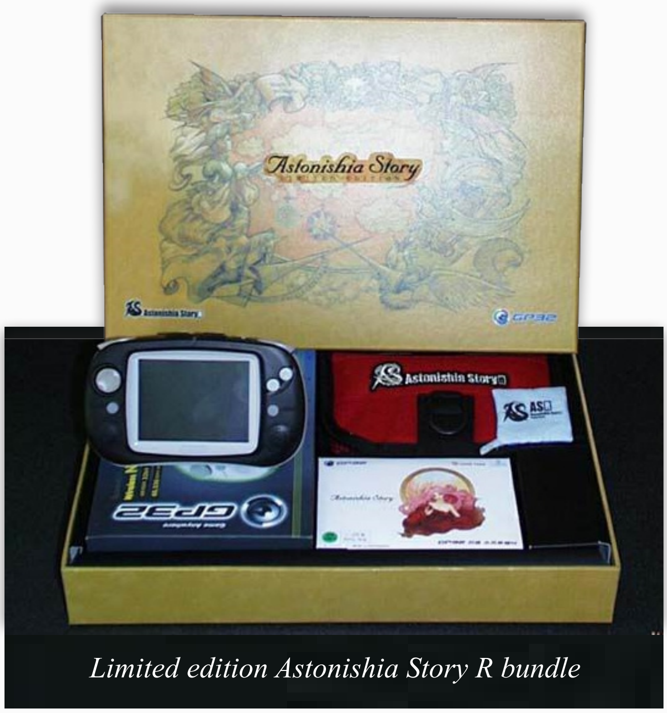
There were many applications that worked with the BLU+ and other models. Mirko's SDK could autodetect which version one had. All the applications such as emulators, movie players, and the like worked as well on the BLU+, as on other models.

Commercially, the system could be found mostly in Korea, and some other parts of Asia, although the GP32 BLU model was released in three European markets, including Portugal, Spain, and Italy, being distributed by Virgin Play on June 15, 2004 with a price point of €199. There was official distributors in the United Kingdom and Sweden as well. Game Park, however, did not release the console in America. The unit was demoed at several years on E3 in the hopes that enough interest would be generated to secure a distributor in North America, but it never came to fruition, possible due to the weak game library.

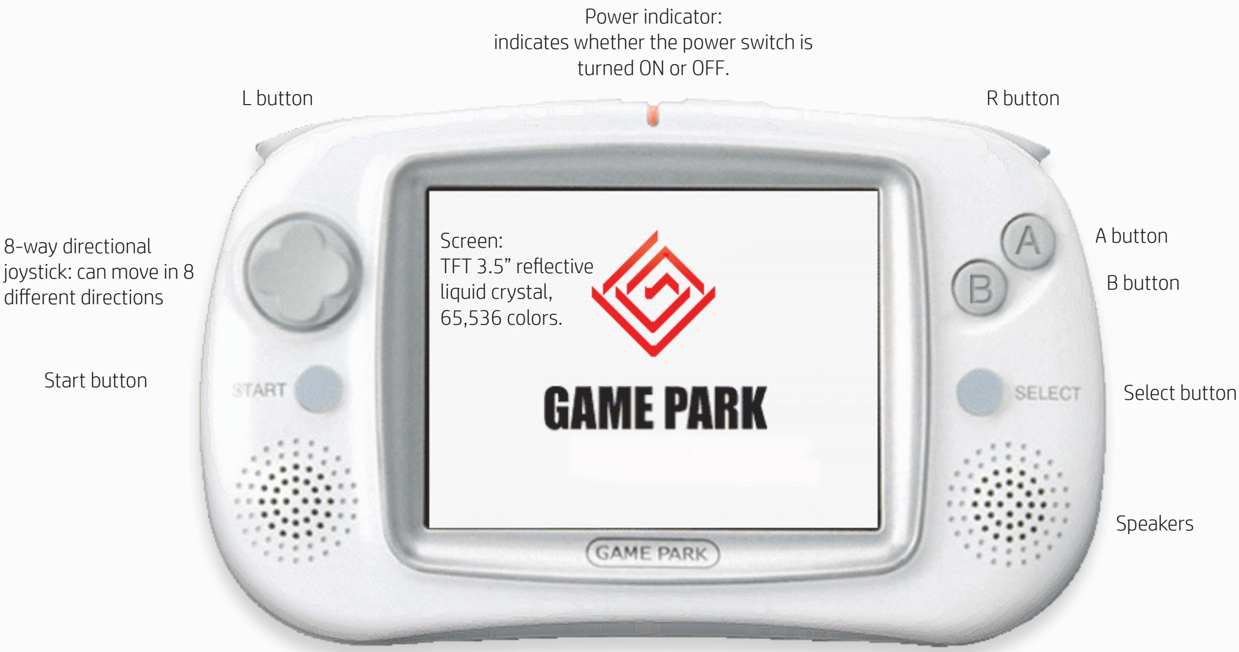
Since the GP32 is no longer in production, the console can commonly be found on eBay, forums, or other used video game vendors or websites.

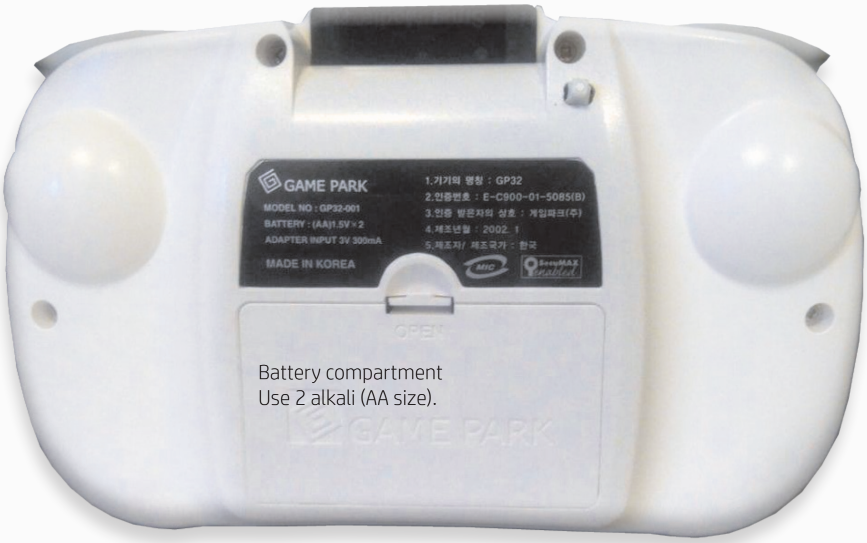
Despite the GP32 not being released worldwide, it has a large international community of users and developers. About 30,000 units were sold by the end of 2007.

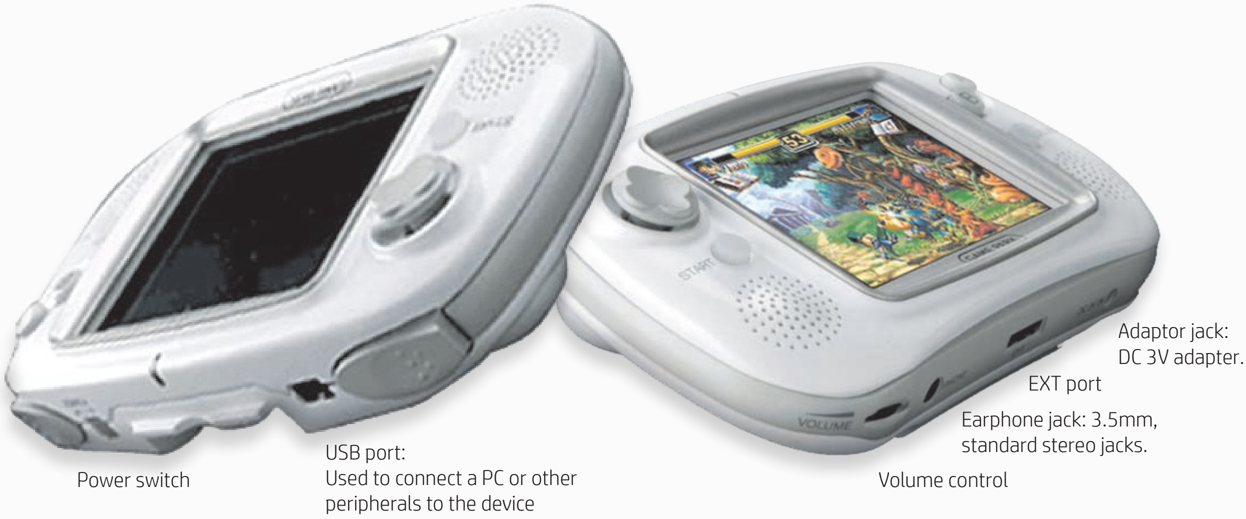
The successor to GP32 is GP2X, a Linux-based handheld video game console and portable media player released on November 10, 2005, in South Korea only. This system have an even smaller game library (not counting homebrew games).



Limited edition Astonishia Story R bundle


Power indicator:
indicates whether the power switch is turned ON or OFF.
L button
R button
8-way directional joystick: can move in 8 different directions
Screen:
TFT 3.5" reflective liquid crystal, 65,536 colors.
A button
B button
Start button
Select button
Speakers
START
SELECT
GAME PARK


GAME PARK
MODEL NO : GP32-001
BATTERY : (AA)1.5V×2
ADAPTER INPUT 3V 300mA
MADE IN KOREA
OPEN
Battery compartment
Use 2 alkali (AA size).


Adaptor jack:
DC 3V adapter.
EXT port
Earphone jack: 3.5mm, standard stereo jacks.
Volume control
USB port:
Used to connect a PC or other peripherals to the device
Power switch

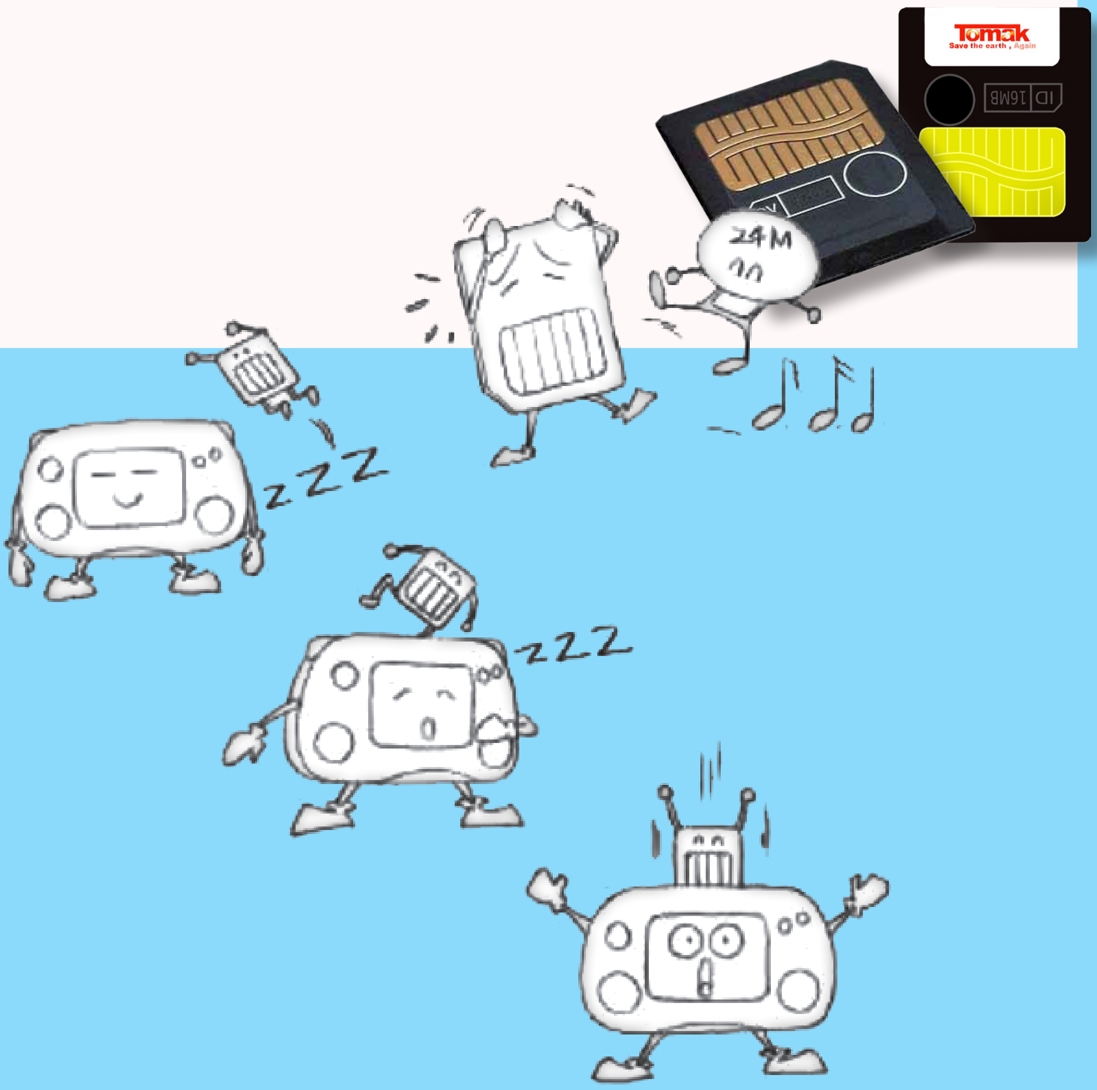
Commercial GP32 Games

Most commercial GP32 games could be bought in two ways: boxed (encrypted to the GP32's ID) or downloaded from the internet through Gamepark's online JoyGP store (typically for a much lower price). Downloading a game online could range from $10 to $30. The retail boxes contained SmartMedia Cards with the games which were encrypted to run only from these cards (SMC ID).

Although most games were sold in both formats, there were a few exceptions: for example, "Blue Angelo" was only sold as a boxed copy made in France, and "Gloop Deluxe" was only sold online, but not through JoyGP.

Five games in a variety of genres were released at the system's launch on November 23, 2001. About 28 commercial games were eventually released. The last commercial game to be released was the platformer/RPG Blue Angelo, which was released on December 16, 2004.

The following pages consist of the commercial games for the GP32 handheld game console.

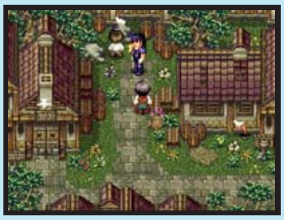


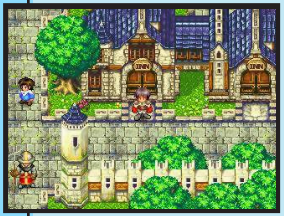
1인용
RPG게임
Astonishia Story R
GP32 전용 소프트웨어

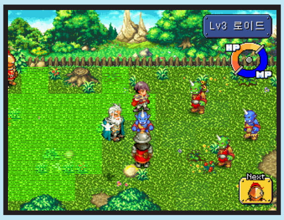
Astonishia Story R

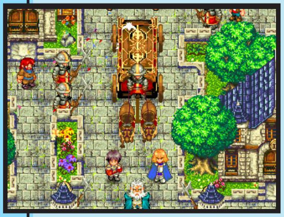
Developer Sonnori
Publisher Gamepark
Release date (ko) January 21, 2002
Genre Role-playing

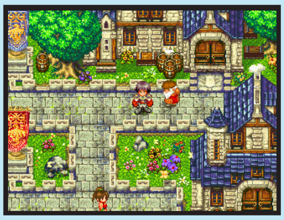
ASR
Astonishia Story R
PUSH START
© 1994-2001. Presented by sonnori. All rights reserved






Lv3 로이드
Next



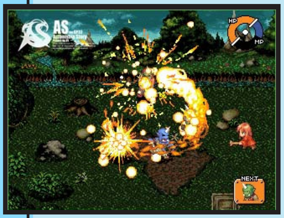


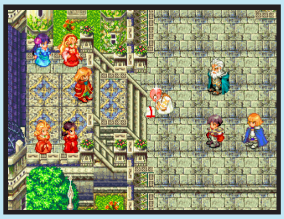
Astonishia Story (어스토니시아 스토리) is a series of 2D role-playing video games created by the Korean video game developer Sonnori. Astonishia Story R is a remake of the first game in the series, Astonishia Story, which was originally released for MS-DOS in South Korea in 1994. The remake features technically improved, more detailed graphics and soundtrack, animated cutscenes, and several tweaks in the interface and battle system.

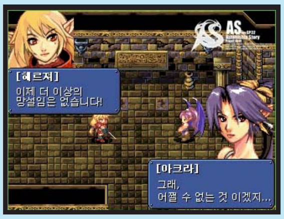
The game is centred around a young knight named Sir Lloyd von Roiental, who is transporting a holy staff known as the Wand of Kinan. He is ambushed and the staff is stolen, and Lloyd goes off to recover it. Along the way, he is joined by several other people who join his quest for different reasons.

The game's structure and basic system are of the traditional Japanese kind and involve party management, overworld exploration, linear progression, and automatic character growth. Enemies are visibly roaming hostile areas and can be avoided. A contact with an enemy initiates a turn-based battle that contains tactical elements: the player can navigate characters on the screen and attack only if the enemy is within their weapons' range.

ASR
Astonishia Story R

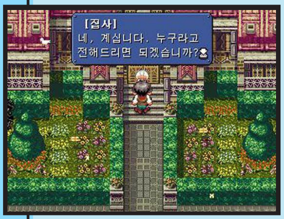




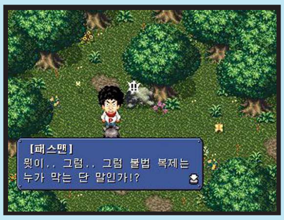

AS
Astonishia Story

[헤르제]
이제 더 이상의
망설임은 없습니다!

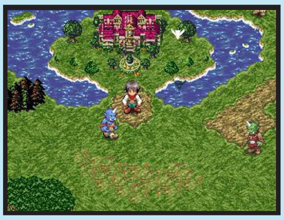
[아크라]
그래,
어쩔 수 없는 것 이겠지...



[집사]
네, 계십니다. 누구라고
전해드리면 되겠습니까?



[패스맨]
뭐이.. 그럼.. 그럼 불법 복제는
누가 막는 단 말인가!?



A English translated version was also released for the PSP. But the translation is considered very poor as it is full of grammatical errors.

The sequel to Astonisha Story is titled Crimson Gem Saga in English and Garnet Chronicle in Japan.

Blue Angelo

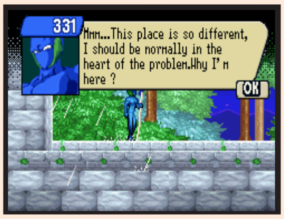
Developer	Virtual Spaghetti
Publisher	Shibuya Interactive
Release date	(eu) December 16, 2004
Genre	Action-adventure

GP32
http://www.gp32.com
BLUE ANGELO
Angels from the shrine

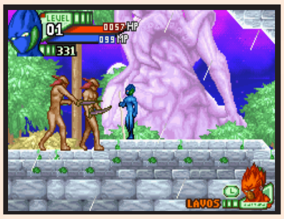
Blue Angelo was developed by Adriano Baglio at Virtual Spaghetti and published by Shibuya Interactive. The game can be described as a Metroidvania game with a large interconnected world map the player can explore. Players are free to move around a large playing area, while defeating enemies and area-bosses to earn new powers and to level up. By earning new powers (double jump, etc.), players can access previously inaccessible spots and collect new, more powerful equipment. Some of the equipment will also allow them to summon powerful demons.

It is also possible to get different endings depending on whether the player have found and collected the five hidden star stones or not. It is also possible to unlock other playable characters.

BLUE ANGELO
Angels from the shrine
Shibuya International Co.,Ltd. 2002-2005 All rights reserved



Hmm...This place is so different, I should be normally in the heart of the problem.Why I'm here ?

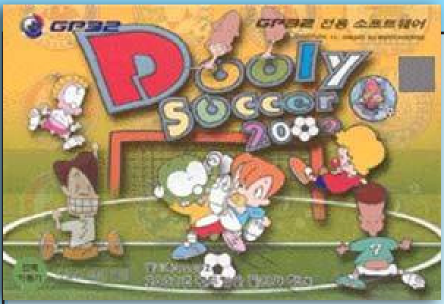

LEVEL
01
0057 HP
099 MP
331
LAVOS

Blue Angelo was the last boxed release for GP32 and apparently, only around 500 copies were ever produced and sold.

Reasons for the low production run include a launch price at 45€ which was perceived as high and the low adoption rate of the GP32 console in Europe and elsewhere.

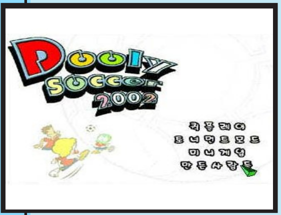
A Game Boy Advance version was in development, but was ultimately cancelled before release. Two versions of the Game Boy Advance version have made their way online, both at various points in their unfinished production.

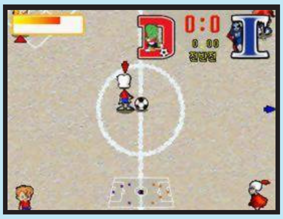
"illusionware.it"


GP32
GP32 전용 소프트웨어
Dooly
Soccer
2002

Dooly Soccer 2002

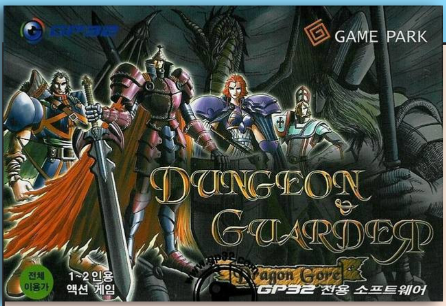
Developer	Gamepark
Publisher	Abyss Game
Release date	(ko) June 18, 2002
Genre	Sports


Dooly
Soccer
2002

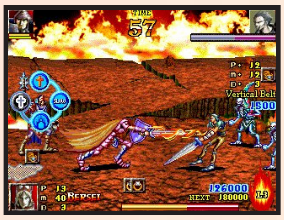


Dooly Soccer 2002 (둘리축구) is a cartoon-style soccer game with a Korea-only release. The game feature 8 different teams consisting of animals, dinosaurs, aliens and other cartoon creatures.

The game includes a main game divided into tournaments, quick play, and two mini games; a sliding puzzle game, and a shooting mode.


GAME PARK
DUNGEON & GUARDER
GP32 전용 소프트웨어

DUNGEON & GUARDER
Single Play
Multi Play
Option

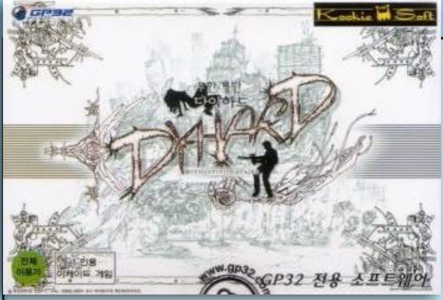


Dungeon & Guarder

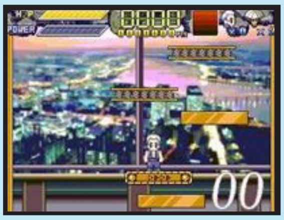
Developer	Gamepark
Publisher	Gamepark
Release date	(ko) November 23, 2001
Genre	Beat-'em-up

Dungeon and Guarder is a hack 'n slash set in a fantasy world.

The game feature 4 different character classes, missile weapons, magic spells, experience points and multiplayer wireless play.


GP32
Kookie Soft
DYHARD
GP32 전용 소프트웨어

DYHARD
INFINITY
PRESS ANY KEY
2001 KOOKIE SOFT LTD./R.O.KOREA V1107



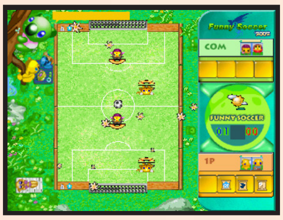
DyHard Infinity

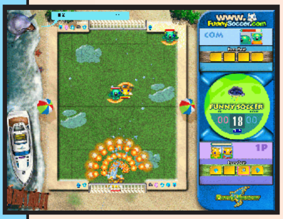
Developer	Kookie Soft
Publisher	Gamepark
Release date	(ko) November 23, 2001
Genre	Action

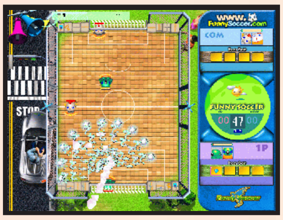
In DyHard Infinity the player character walk back and forth automatically, where the only option is to jump up on platforms, while trying not to fall down. The goal is to ascend a number of platforms to reach the top. In other levels, players must try to hop down onto platforms, trying not to get killed by the rocks above.

Funny Soccer

Funny Soccer
2002
Start Game
Load Game
Option



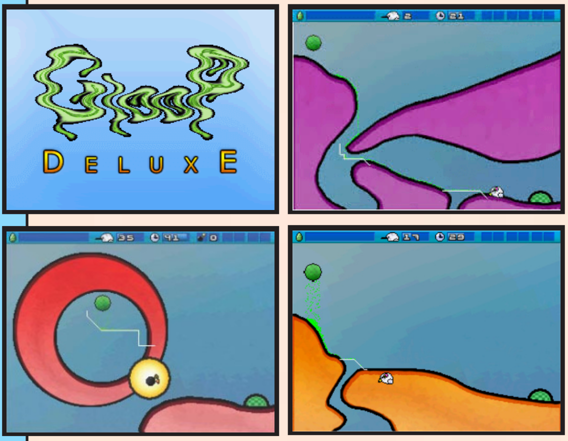




Developer	Metarica
Publisher	Gamepark
Release date	November 2002
Genre	Action

In this game, players control two players with the D-pad; a forward and a goalie. They must hit the ball into the goal, but this is made difficult by small spore-looking things that populate the playing field in an effort to slow the players down. As players win matches, they gain experience to boost their stats, and money with which to purchase items.

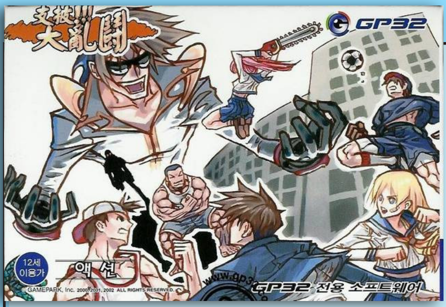
Gloop Deluxe


Gloop
DELUXE

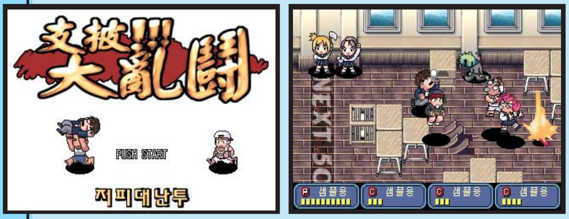
Developer	Aeon Flame
Publisher	Aeon Flame
Release date	November 20, 2003
Genre	Puzzle

Gloop Deluxe is an “unofficial” puzzle game, only available as a paid download. Gameplay is similar to lemmings, but with a liquid gloop that moves in a more erratic way. Players have to control the flow with items, like a linedrawer, an antigravity tool, a green or red gloop stopper and Bombs.

GP Fight

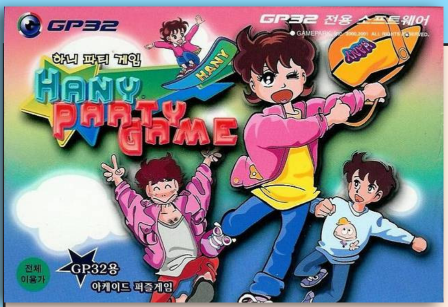

GP32
GP32 전용 소프트웨어

Developer	TeamBlaze
Publisher	Gamepark
Release date	(ko) March 21, 2003
Genre	Beat-’em-up, Mini-games
Mode	1 Player

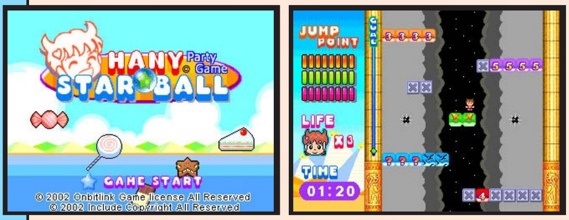

PUSH START
지피대난투

GP Fight (지피대난투) centres around the bizarre action of Jiffy high school students, with a total of six stages and various characters featuring various personalities and special moves. Levels have players swimming with a shark and grabbing for items, brawl, trying to catch bean buns in the player-characters mouth and racing an endurance course.

Hany Party Game


GP32
GP32 전용 소프트웨어
HANY PARTY GAME
GP32용

Developer	Include
Publisher	Gamepark
Release date	(ko) June 26, 2002
Genre	Puzzle, Mini-games


HANY Party Game
STAR BALL
GAME START
© 2002 Onbitlink Game license All Reserved
© 2002 Include Copyright All Reserved
JUMP POINT
LIFE
TIME
01:20

Players control Hany as she bounces up and down, trying to climb towards the goal. Players are ever bouncing, and trying to squeeze between small openings, using special blocks to launch them, while trying to avoid spiked balls.

“insertcredit.com”

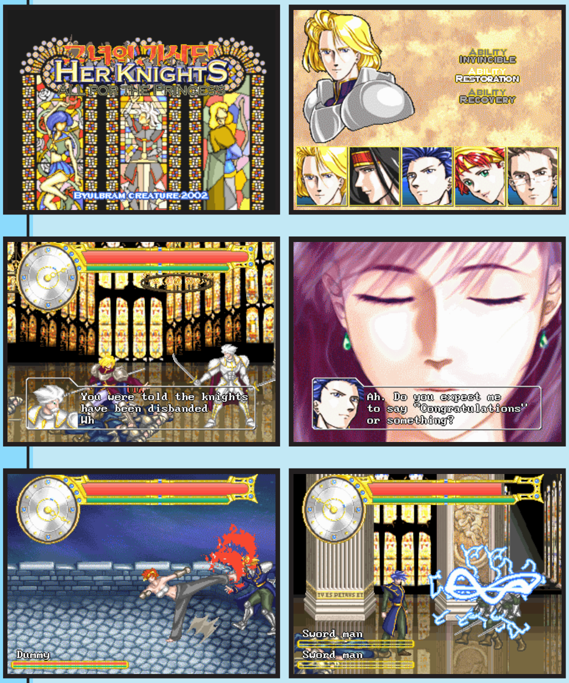
GP32
http://www.gp32.com
HER KNIGHTS
ALL FOR THE PRINCESS
GAME PARK

"Her Knight", the horizontal scroll action game with huge scale and diversified characters is the game of various skills and realistic fighting graphics.

SOLO SE ADMITIRA LA DEVOLUCION DE ESTE PRODUCTO, O SU CAMBIO POR OTRO IGUAL, POR DEFECTOS DE ORIGEN.

Her Knights

Developer	Byulbram
Publisher	Gamepark
Release date	(ko) April 19, 2002
Genre	Beat-'em-up
Mode	1 Player


HER KNIGHTS
BYULBRAM CREATURE 2002
ABILITY INVINCIBLE
ABILITY RESTORATION
ABILITY RECOVERY
Dummy
Sword man
Sword man

You were told the knights have been disbanded Wh

Ah. Do you expect me to say "Congratulations" or something?

Her Knights: All for the Princess is a spin-off of the Windows game, Geunyeo-ui Gisadan - Her Knights.

In the game, Princess Lemian is forced to marry a man she does not love. As she tries to escape from the unwanted wedding, she realizes that her path is blocked by soldiers. Her faithful knights arrive to fight them and help the princess escape.

Unlike the preceding game, All for the Princess is a 2D side-scrolling beat-em-up. The player can choose to control any of the five available knights. There are two basic attacks - fast and strong. Combo attacks can be performed by combining these two with directional buttons. There are separate controls assigned to blocking and evasive manoeuvres. The knights can also strafe backwards, while turning around is performed by pressing a separate button. Enemies usually drop health-restoring or stat-enhancing items when defeated.

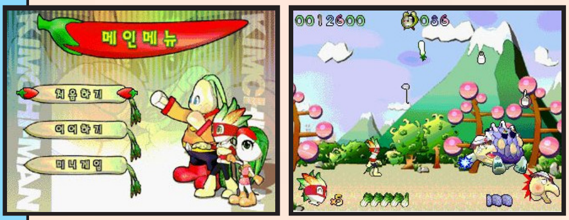
"mobygames.com"

GP32
김치맨
GP32
3D Cell-Shading Rendered Horizontal Action Game
전체 이용가
GP32 전용 소프트웨어

Copyright 2002 Spearhead Co., Ltd. All Rights Reserved. "Kimchiman" is the resistered trademark of Spearhead Co., Ltd.

Kimchi-Man

Developer	Spearhead
Publisher	Gamepark
Release date	(ko) February 2002
Genre	Platformer
Mode	1-2 Players


메인메뉴
KIMCHIMAN
0012600

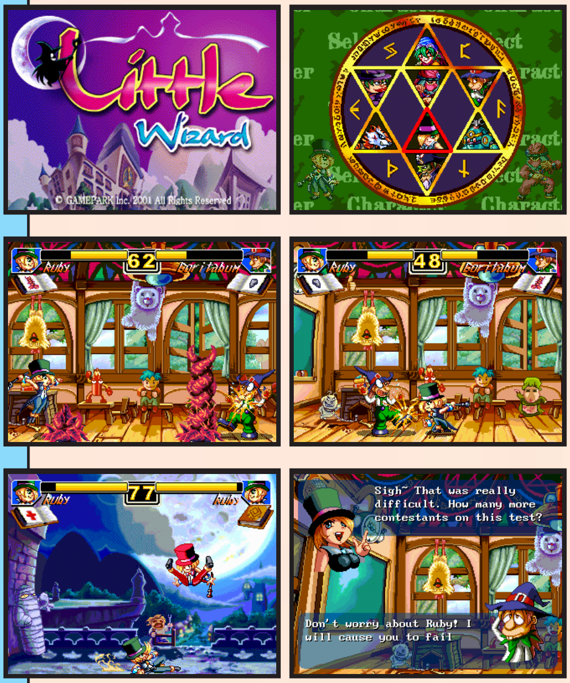
Kimchi-Man is a side-scrolling 2D platformer released in Korea in 2002.

The gameplay is basically, jump, run, shoot and punch. It feature boss enemies at the end of each level, and the ability to choose from 3 different characters.

GP32
http://www.gp32.com
Fierce fighting to graduate from Uleo Magic School!
Little Wizard
GAME PARK

Little Wizard

Developer	Gamepark
Publisher	Gamepark
Release date	(ko) November 23, 2001
Genre	Fighting
Mode	1-2 Players


Little Wizard
© GAMEPARK Inc. 2001 All Rights Reserved
Select Character
62
Ruby
48
77

Sigh~ That was really difficult. How many more contestants on this test?

Don't worry about Ruby! I will cause you to fail

The story centres around the exams in Uleo Magic School, where students must defeat the other students in magic duels in order to graduate.

In this 2D fighting game, players take control of one of eight students, running the range from magicians to magical creatures, and aim to defeat them all in one-on-one combat.

The core gameplay is typical 2D fighting, but in addition to their punch and kick buttons and special moves, players can use magic spells; the L button switches the currently-selected spell and the R button casts it. While there's no cost to casting spells, their slow launch time makes them risky and encourages players to be strategic about using them.

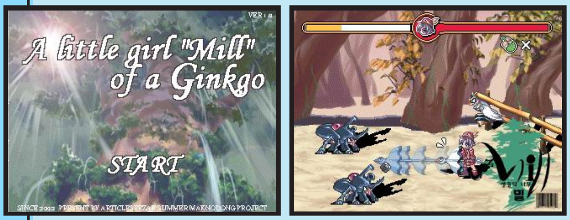
In addition to a standard one-player story mode, Little Wizard supports the GP32's wireless dongle for local multiplayer.

"mobygames.com"

GP32
은행나무소녀
밀
18세 이용가
GP32 전용 소프트웨어
www.gp32.com
© GAMEPARK, Inc. ALL RIGHTS RESERVED.

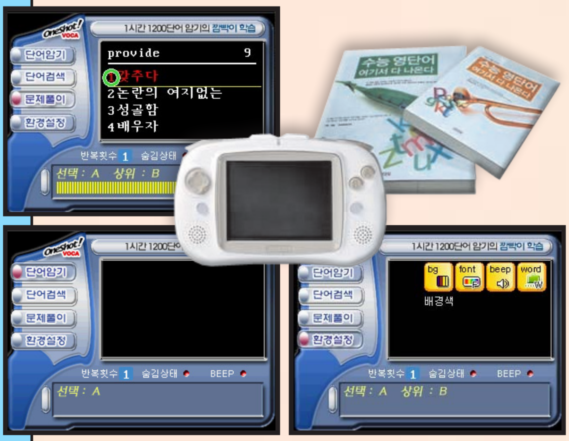
Mill

Developer	Article Seezak
Publisher	Gamepark
Release date	(ko) 2003
Genre	Beat-'em-up


A little girl "Mill" of a Ginkgo
START

The Ginkgo Girl Mill is a side-scrolling action RPG set against a fantasy world. The game follow the adventures of a girl and the umbrella stork Tucker, who live in Puri Village. It features a branching scenario system with different endings.

Oneshot Voca

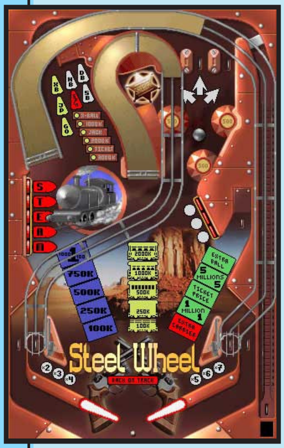


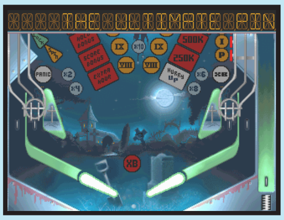
Developer	Damasys
Publisher	Gamepark
Release date	(ko) October 2002
Genre	Educational
Mode	1 Player

Oneshot Voca is a Korean/English dictionary application. The software was designed for students taking the entrance exam for the 2003 college entrance exam. It contains several set phrases, and can vocalize some of these.

This was most likely a download only release.

Pinball Dreams



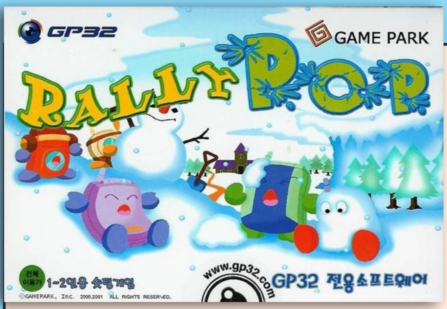
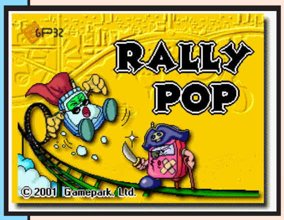
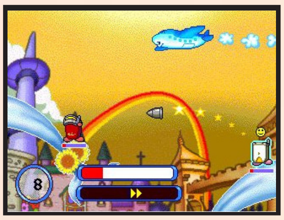


Developer	Logik State
Publisher	Gamepark
Release date	October 2002
Genre	Pinball

This is a port of an Amiga game. It feature four tables covering themes such as the wild west for Steel Wheel, space rockets for Ignition, a haunted graveyard for Nightmare and pop music for Beat Box.

This was most likely a download only release.

Rally Pop

Developer	Gamepark
Publisher	Gamepark
Release date	(ko) November 23, 2001
Genre	Strategy

The gameplay of Rally Pop have similarities from the Worms series. Each character has a base weapon and it's own strengths and weaknesses. The goal is to line up the shot, then smack the opponent with projectiles until they die, or destroy the platform they're standing on so they fall off.

GP32
PRINCESS MAKER 2
GP32 전용 소프트웨어

Princess Maker 2

Developer	Ninelives
Publisher	Gamepark
Release date	(ko) August 8, 2002
Genre	Simulation

Princess Maker 2 is the second instalment in the Princess Maker series of life simulation games developed by the Japanese company Gainax.

In this fantasy game, the player takes role of a war hero who raises a girl to the age of 18. At the end of the game, the daughter goes into a line of work; what this work is, how much talent she has for it, her marital life, and her overall happiness all depend on the player's actions. There are 74 unique endings in the game.

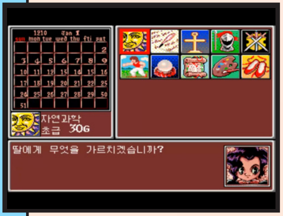
Mini sub-quests and various plot options revolve around the young lady adventuring in the wilderness, provided that she's strong enough to tame the wilds. The player can equip her with armor and weapons to fight off wandering random monsters in turn-based combat.

PRINCESS MAKER 2

(c)2002 GAINAX
(c)2002 GeneX

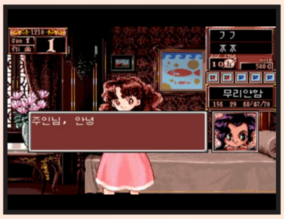
늘이 내린 천벌이다. 귀하가 있지 않았다면, 시민들과 함께 멸망했을 것이다...

... 왕과 저는 지금부터 마음을 바로 잡아, 이 땅이 좋은 성이 되도록 노력하겠습니다.


1210 Jan 1
sun mon tue wed thu fri sat

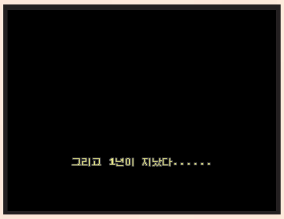
자연과학
초급 30G

딸에게 무엇을 가르치겠습니까?


1210
Jan 1
fri 金
1
500 G
무리안함
156 29 68/47/70

주인님, 안녕

성벽은 파괴되고 번화가는 붉은 불길에 휩싸였다.
성이 함락 될것이라고 여긴 모든 사람들이 흐느꼈다.



그리고 1년이 지났다......

GP32
Raphael
GP32 전용 소프트웨어

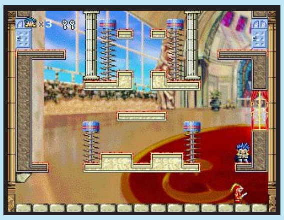
Raphael

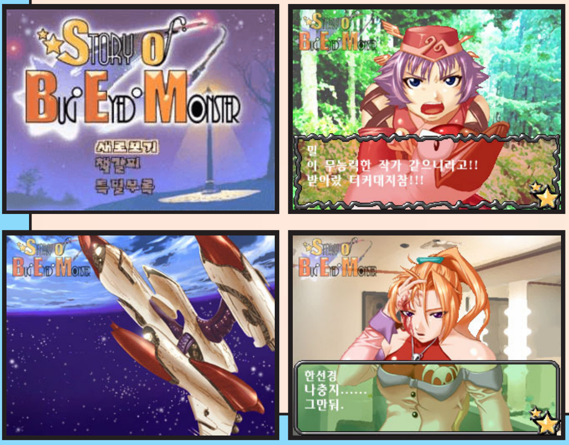
Developer	T3 Entertainment
Publisher	Gamepark
Release date	(ko) September 9, 2002
Genre	Puzzle

Raphael is a port of the ASCII published MSX game; Castle Excellent from 1985.

The object of the game is to navigate through Groken Castle to rescue Princess Margarita. The player can push certain objects throughout the game to accomplish progress. In some rooms, the prince can only advance to the next room by aligning cement blocks.

Raphael
PRESS START



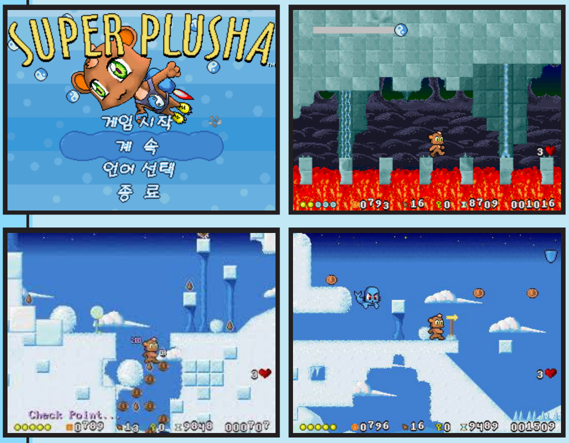

Story of Bug Eyed Monster
새로보기
책갈피
특별부록
밀
이 무능력한 작가 같으니라고!!
받아랏 터커대지참!!!
한선경
나충지......
그만둬.

Story of Bug Eyed Monster

Developer	Article Seezak
Publisher	Gamepark
Release date	(ko) September 9, 2003
Genre	Visual novel

Story of Bug Eyed Monster is a visual novel for the GamePark 32 from Article Seezak.

The game had most likely a download only release.


SUPER PLUSHA
게임 시작
계 속
언어 선택
종 료
Check Point..

Super Plusha

Developer	FaMe Soft
Publisher	Gamepark
Release date	October 17, 2002
Genre	Platformer

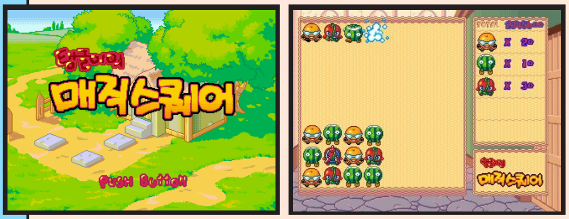
Super Plusha is about the little bear Plusha who have to save his friend Tukki and their land from aliens.

The game contains 6 levels with a boss at the end of each. The levels contains flying lifts, buttons, switches, hidden triggers, teleports, locks and other items that the player have to use to advance.

GP32
탱글이의
ezi soft
매직스퀘어
전체 이용가
© EZI SOFT , Inc. 2000,2001 ALL RIGHTS RESERVED
www.gp32.com
GP32 전용 소프트웨어

Tanggle's Magic Square

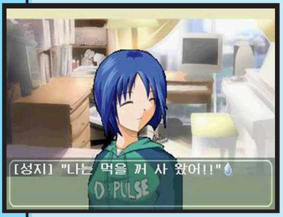
Developer	EZ Soft
Publisher	Gamepark, EZ Soft
Release date	(ko) November 23, 2001
Genre	Puzzle
Mode	1 Player

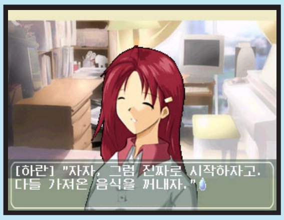

탱글이의
매직스퀘어
Push Button

Tanggle's Magic Squares is a puzzle game similar to Bejeweled. Players rotate columns of fruits and vegetables until they get a whole row of one type. That row then disappears, and a few more fruits fall into the existing pile. The level is complete after all of the fruits is gone.

Tears: Contact

Tears
-contact-


[성지] "나는 먹을 꺼 사 왔어!!"


[하란] "자자, 그럼 진짜로 시작하자고. 다들 가져온 음식을 꺼내자."

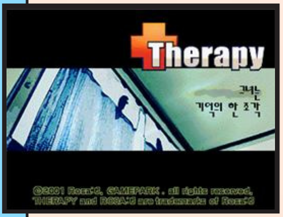
Developer	Team DTR
Publisher	Gamepark
Release date	(ko) 2003
Genre	Visual novel

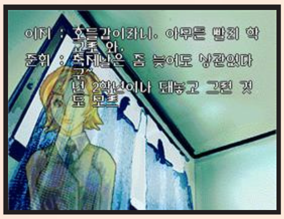
This is a visual novel where players follow the life of Seo Tae-hyuk. Players can interact with 10 different girls. The game follow the usual visual novel gameplay where players converse with characters.

The game was most likely released as a download only.

Therapy

Therapy
GP32 전용 소프트웨어


Therapy
그녀는
기억의 한 조각

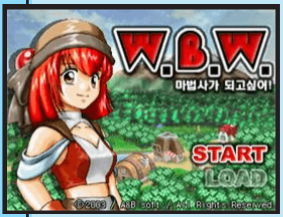

이지 : 오늘같이라니. 아무튼 빨리 학교로 와.
준휘 : 축제날은 좀 늦어도 상관없다구.
넌 2학년이나 돼놓고 그런 것도 모르

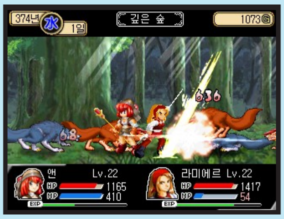
Developer	Rosa:6
Publisher	Gamepark
Release date	(ko) March 23, 2002
Genre	Visual novel

Therapy is a love sim. Players can choose from two girls they have to win over before the end of the game. As is usual in this genre, the game is played by talking to different characters and choosing different questions and answers. The story is mostly linear, making the choices the player make have little consequence for the outcome of the end.

Wanna Be Wizard

GP32
http://www.gamepark.com
A&B SOFT
W.B.W.
Wanna be wizard!
전체 이용가
gamepark holdings
©GAMEPARK holdings, inc.2000 ~ 2004 ALL RIGHTS RESERVED.


W.B.W.
마법사가 되고싶어!
START
LOAD
©2003 / A&B soft / All Rights Reserved


깊은 숲
앤 Lv.22
HP 1165
MP 410
라미에르 Lv.22
HP 1417
MP 54

Developer	A&B Soft
Publisher	Gamepark
Release date	(ko) October 27, 2004
Genre	Role-playing

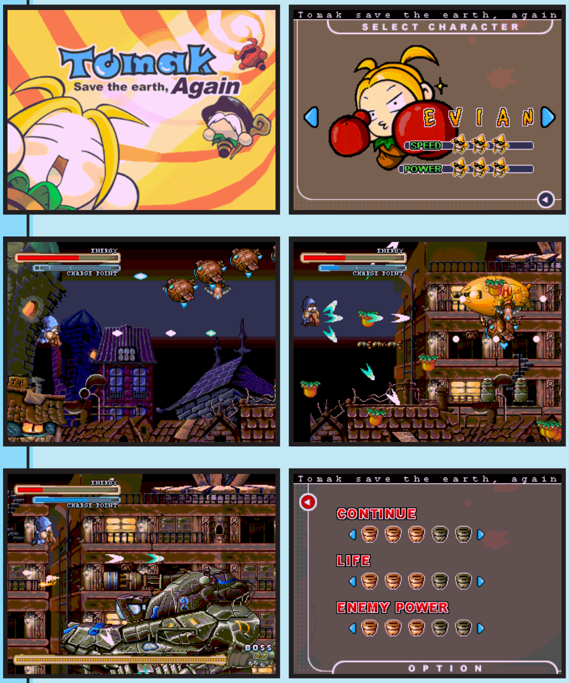
WBW (W.B.W. 마법사가 되고 싶어) is a 16-bit-style role-playing game that shares similarities to Bandai's Tales series.

The story revolves around a girl named Ann who is teaching magic from the character Kari.

GP32
Tomak
Save the earth, Again
SEED9
GAME PARK

Tomak: Save the Earth, Again!

Developer	Seed9
Publisher	Gamepark
Release date	(ko) February 2002
Genre	Shooter


Tomak
Save the earth, Again
Tomak save the earth, again
SELECT CHARACTER
EVIAN
SPEED
POWER
ENERGY
CHARGE POINT
CONTINUE
LIFE
ENEMY POWER
OPTION
BOSS

Tomak: Save the Earth, Again! is a horizontal scrolling shooter from Korea. The game is a spin-off of a PS2 dating-sim called Tomak Save the Earth Love Story in which players grow girl heads out of a flower pot.

The graphics of Tomak: Save the Earth, Again! are reminiscent of the artwork in the Metal Slug series, with large enemies and giant bosses at the end of the levels that take most of the screen state. As in most titles of this genre, the game is divided into stages with an unique enemy boss at the end. The player controls one of three characters: a girl inside a flowerpot called Evian, the red demon Bastylo, or a wizard named Night Moon Shine.

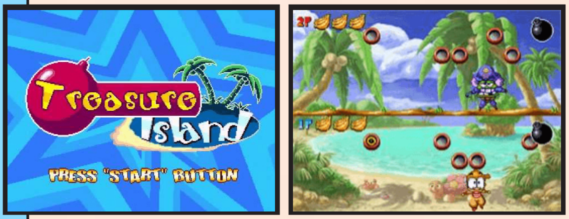
As they fly around shooting at the oncoming foes, each successful hit increases a charge point meter at the top of the screen, below the health bar. This accumulated blue energy is used by the secondary weapons that can be selected at any time to switch to more effective and powerful shots.

"mobygames.com"

GP32
Treasure Island
GAME PARK

Treasure Island

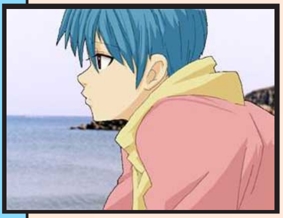
Developer	Gamepark
Publisher	Gamepark
Release date	(ko) January 21, 2002
Genre	Puzzle
Mode	1-2 Players

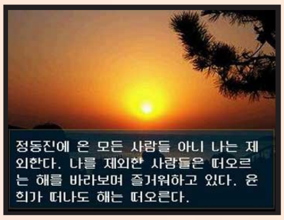

Treasure Island
PRESS "START" BUTTON
2P
1P

In this game, the players and an opponent take turns tossing bombs at each other through different chutes. However, they cannot see which chute will lead to which hole, so it often resorts to guessing.

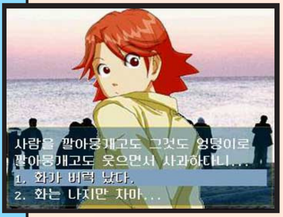
The story for the game have Captain and First Mate who become enemies in order to find a treasure.

Winter Is...

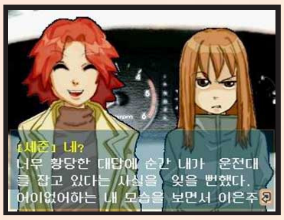




정동진에 온 모든 사람들 아니 나는 제
외한다. 나를 제외한 사람들은 떠오르
는 해를 바라보며 즐거워하고 있다. 윤
희가 떠나도 해는 떠오른다.



사람을 깔아뭉개고도 그것도 엉덩이로
깔아뭉개고도 웃으면서 사과하다니...
1. 화가 버럭 났다.
2. 화는 나지만 차마...



「세준」 내?
너무 황당한 대답에 순간 내가 운전대
를 잡고 있다는 사실을 잊을 뻔했다.
어이없어하는 내 모습을 보면서 이은주

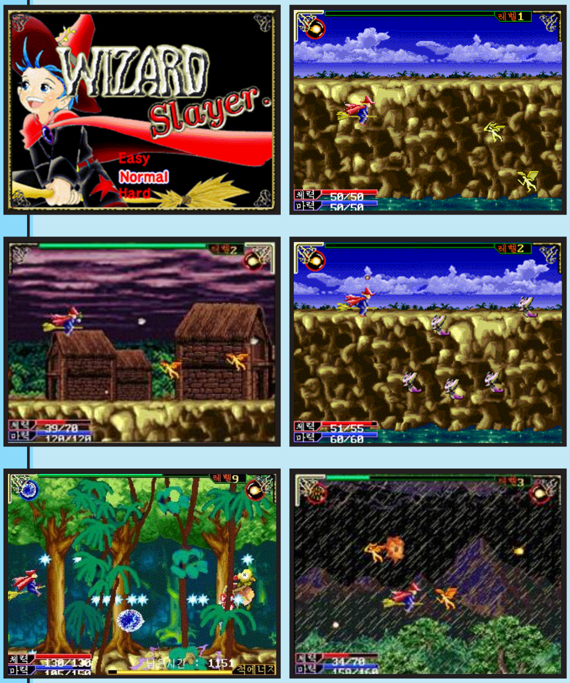
Developer	Rosa:6
Publisher	Gamepark
Release date	(ko) April 4, 2003
Genre	Visual novel

Winter Is... (겨울은...) is a visual novel about a guy who broke up with his girlfriend and travels to Gangwon-do where he meet three girls. The game follow the usual love sim formula where the player have to choose from different answers and questions to reach one of the multiple endings.

Wizard Slayer

GP32
WIZARD
slayer

Developer	Gamepark, FZ Media
Publisher	Gamepark
Release date	(ko) October 11, 2002
Genre	Shooter



Wizard Slayer is a scrolling shooter reminiscent of the Cotton series. It stars a broom riding magic user, whose main attack is a slingshot.

Gameplay follows the usual formula for this type of genre. Players will go through 6 levels in a variety of areas from forests to caverns.

The shots slung arc downwards, which can make for some interesting attack possibilities. Players can collect a maximum of 9 special upgradeable weapons. The special weapons use Mana, which depletes after use. To avoid running out of mana and be more vulnerable, players will have to alternate between the standard weapon and the special weapons.

Mini-bosses appear at specific points during each level, and players must defeat them within a time limit, or else they flee. If they destroy them promptly, players will be rewarded with items that raise their strength, HP, defense and magic power.

Game Releases

Games released in Korea:

- Astonishia Story R
- Dooly Soccer
- Dungeon & Guarder
- Dyhard Infinity
- GP Fight
- Hany Party Games
- Her Knights, All for Princess
- Kimchi Man
- Little Wizard
- Mill
- OneShot Voca
- Rally Pop
- Raphael
- Tanggle’s Magic Square
- Therapy
- Tomak Save The Earth Again
- Treasure Island
- Princess maker 2
- Wanna Be Wizard
- Wizard Slayer Boxed games

Games released in Europe:

- Her Knights
- Little Wizard
- Treasure Island
- Tomak
- Blue Angelo

Games only available for download:

- Funny Soccer
- GlooP Deluxe
- Pinball Dreams
- Super Plusha

Unknown release:

- Story of Bug Eyed Monster
- The Winter is ...
- Tears: Contact
- Funny Soccer

Mill
은행나무소녀
밀

WWW.ARTICLESEEZAK.COM

Unreleased GP32 Games

These pages consists of unreleased GP32 games.

Some of these games were near completion, but several of the titles are probably just rumours.

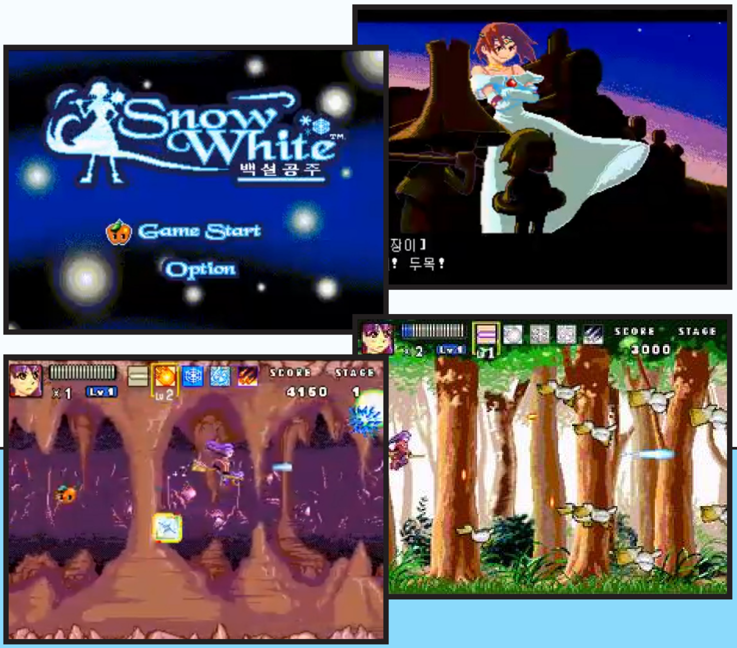
According to several sources online, GamePark was apparently a very difficult company to work with, making many developers walk away from their projects because of this.

Snow White

Developer GamePlay Union
Genre Shooter

Snow White was a shoot ‘em-up similar to the Cotton series.

The game was released as a downloadable demo.

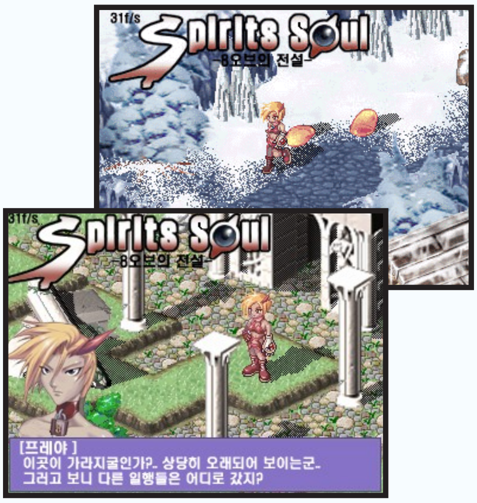

Snow White
백설공주
Game Start
Option
SCORE
STAGE
4160
3000
Lv1
x1
x2

장이]
! 두목!

Spirits Soul

Developer Article Seezak, Treebuds
Genre Role-playing

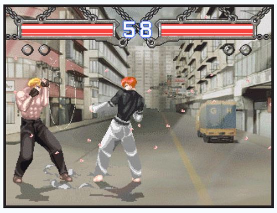
This was a role-playing game which was planned for a February 2003 release.


31f/s
Spirits Soul
-8오브의 전설-

[프레야]
이곳이 가라지굴인가?.. 상당히 오래되어 보이는군..
그러고 보니 다른 일행들은 어디로 갔지?

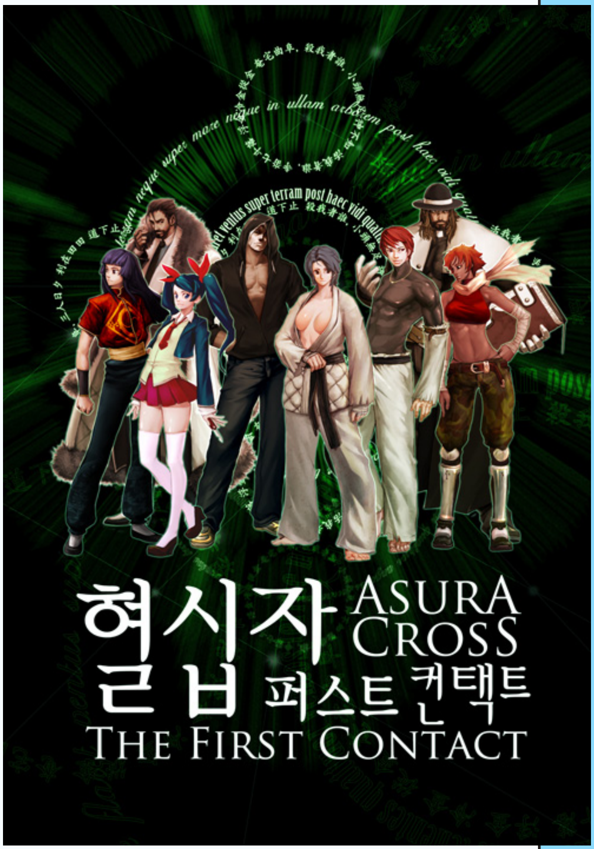
Hyeolsipja FC

Developer	Byulbram, Dogma-G
Genre	Fighting



Work on Hyeolsipja started in 2002, immediately after Her Knights: All for the Princess was finished (though the planning stages reach back to 1993, when Byulbram first conceived a possible Horangi-ui Bunno 3). The game's major platform was to be the GP32, with ports for the PC and arcades developed simultaneously.

A demo version was shown at the Games Convention 2003 in Leipzig, Germany, but by the end of the year, the demise of the GP32 brought the first difficulties of the game. The arcade market wasn't in much better shape, and the company responsible for that version went bankrupt. Left was the PC version, but Byulbram had already abandoned hope to find a publishing deal and applied for his teaching position at ChungKang when he received a contract from a publisher, which made him unable to engage in a full project at that time. During the next few years followed plans for the gaming phone NHN and the GP2X F200, and in 2009 the project finally seemed to near completion as a GP2X Wiz game, developed in cooperation with the Gamepark Holdings 2nd (and soon-to-become-1st) party team Dogma-G.



Several delays later, the game was shown for the new model GP2X Caanoo at E3 2010, and made use of its Wi-Fi capabilities for multi play. In GPH's usual customer-unfriendly manner, there is no further mention of a Wiz version. This version was distributed solely via the download portal FunGP, which since went offline, but a few years later the game reappeared on iOS and Android smart phones, expanded by a few new features. The game itself is free to play, instead upgrades for the characters are used to monetize.

"hardcoregaming101.net"

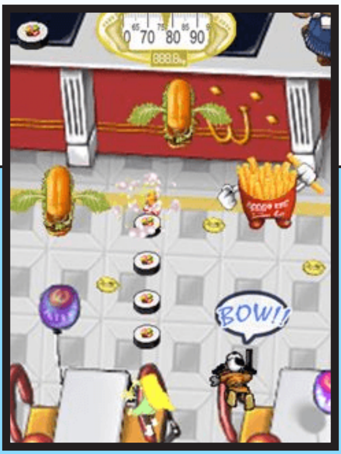
Cutey Fatty

Developer	Wecom
Genre	Shooter

Cutey Fatty is a Korean developed vertical shoot 'em up released in arcades. It also had a planned GP32 release with a scheduled for release in early 2003.

The game would be played by holding the G32 vertically.

Players take control of a girl named 'Cutey Fatty'. She weighs over 100kg but really wants to be a super model. To fight her obesity, she will have to literally fight her biggest enemies, namely hamburgers, chocolate cakes etc..



screenshot taken from the Arcade version

Capcom Titles

Capcom gave Gamepark the rights to produce several of their own titles for the system. GamePark hoped that this would make it easier to sell the system to foreign markets. Most of the games had a planned release date of early 2002.

In the end, Capcom (along with several other developers) stopped supporting the system, most likely in favor of developing software for the GameBoy Advance.

GP32 ports that was announced for release;

- **Breath of Fire III**
- **Hello Kitty Tetris**
- **King of the Fighters**
- **Rockman (Mega Man) X5**
- **Street Fighter Zero 3**

Chess: The Emotion Wars

Developer	TeamBlaze
Genre	Strategy

This game would be based on traditional chess, but with roleplaying elements. Players would be able to equip their chess pieces with items and equipment, giving better stats, and perform super moves.

The game was apparently finished, but never released due to disagreement between the developers and GamePark. The developers wanted their game released as a physical copy, but GamePark only offered them the option as an online release due to a lack of budget.

Solitare Game Pack

Developer	Famesoft
Genre	Board

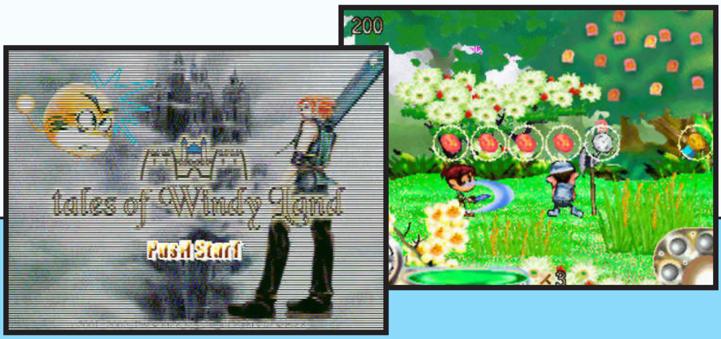
This was in development by Famesoft and would feature 20 different games.

Tales of Windyland

Developer	AIM Technology, Moongkle
Genre	Action-adventure

Tales of Windyland is an action-adventure, developed by Moongkle and published by AIM Technology, which was released in Korea in December 24, 2002 for Windows.

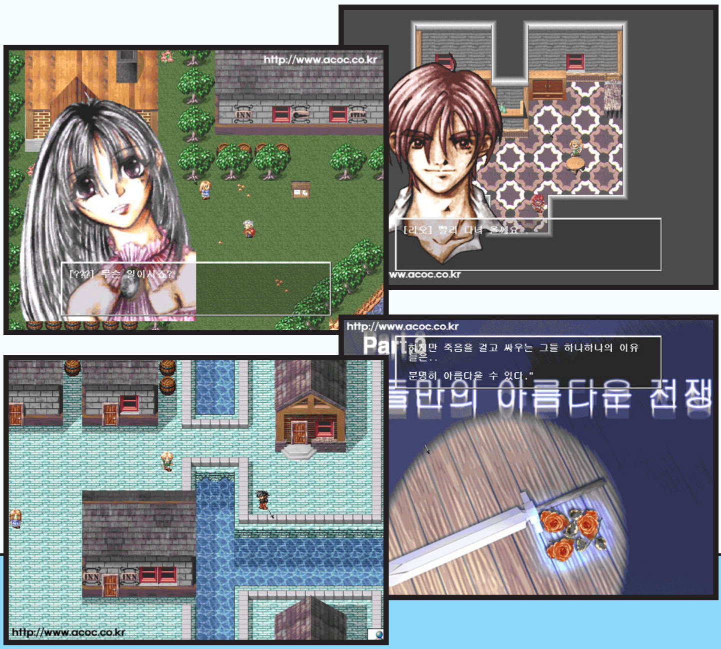
The GP32 version was never released, but was apparently close to completion.



Dream of Freedom

Developer	Teamblaze
Genre	Role-playing

Dream of Freedom was a role-playing game in development by Teamblaze.



[리오] 빨리 다녀 올게요..

하지만 죽음을 걸고 싸우는 그들 하나하나의 이유들은..

분명히 아름다울 수 있다."

Wings of Soul

Developer	Ahastudio
Genre	Action role-playing

Wings of Soul was an action RPG in development for the GP32. The apparent reason for the cancellation of the game was that Game Park could not get along with the developers.

ed- "I only found a mention of the game on a French GP32 forum"

Hello Kitty Party

Developer	Include Soft
Genre	Party game

Hany Party Games started out as a Hello Kitty game, but was remade because GamePark did not have the license to the Sanrio characters.

NeoPanzer

Developer	GamePark
Genre	Action

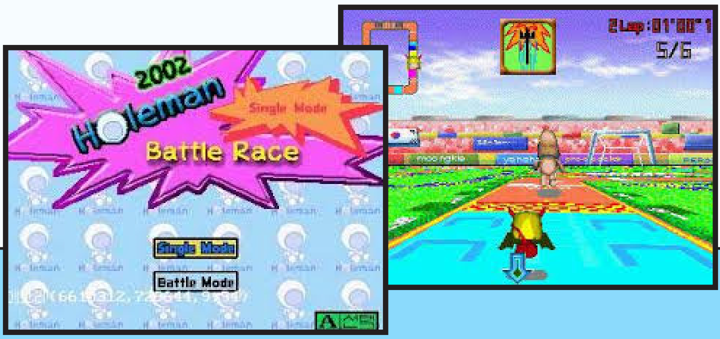
This game would be an action game set in the future where a war are taken place. Players would be able to use several different tanks and weapons.

Holeman Battle Race 2002

Developer	Moongkle
Genre	Racing

This would be a racing game for GP32 featuring the character Holeman (which was a popular character in Korea). It would consist of 8 maps and 8 different characters. The game would also feature a wireless multiplayer mode.

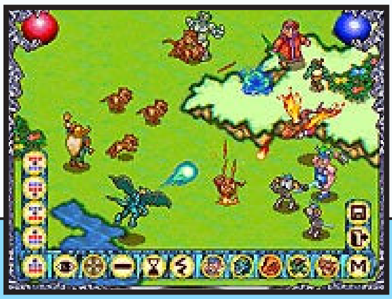
The game had a planned release of November 2002 and may have been close to complete, but never released, apparently for lack of quality.



Mage of BattleField

Developer	GamePark
Genre	Real-time strategy

Players would be able to choose from different races to play as, including Elves, Humans, Orcs, among other, and each would have their own units and spells to use.

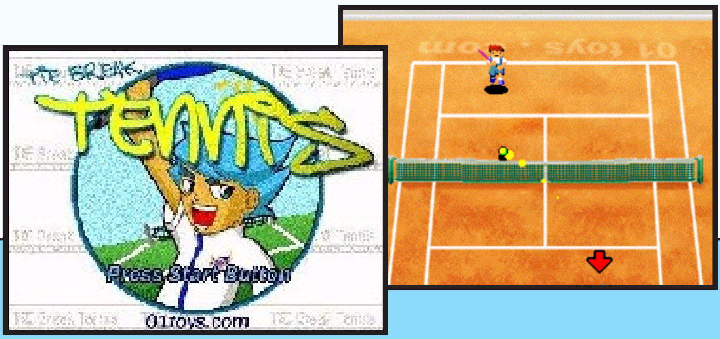


Tie Break Tennis

Developer	01Toys
Genre	Sports

This was a tennis game which was in development for the GP32. It was released as a demo with only 1 level and 1 character. Gameplay is just the same as tennis and whoever wins best of 3 sets wins the match.

The game won the ADIC2002 and was expected to be released as a physical copy.

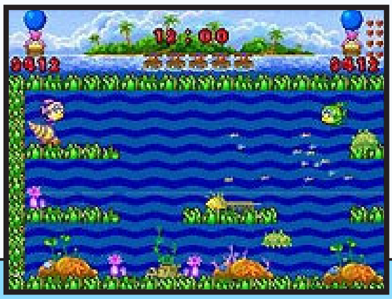


Kisi and Kimi

Developer	GamePark

The story of the game would revolve around two fishes in love who must search for some magical pearls stolen by a witch.

Cancelled because of lack of quality.



Other Titles

These are some of the other titles which was in development at some point.
(ed. - "I suspect that several of the names of these titles are wrong because of me F-'ing up with google translate")

- **Dice Conquest**
(다이스 퀀케스트) Role-playing game. In development by GamePark. The game was showcased (or at least planned) at E3 2002.
- **Mystic Hunter**
In development by GamePark. The game was never finalized.
- **Fire Pro Wrestling**
Wrestling game from Spike.
- **Strange Father's Country**
- **Queen of Fighters**
In development by Icon.
- **Super Fighters**
In development by C&E Inc.. The game apparently received a PC release.
- **Epoch GP**
In development by Sean It Co..
- **ShowDown**
In development by GamePark.
- **Chetics**
In development by Run2Game.
- **Goddess Saga**
In development by Ethernity.
- **Friends**
Cancelled because of lack of quality.
- **Mad! Mud! Pop!**
A shooting game which was in development by Studio FB.
- **Honor of Kingdom**
The Honor of Kingdom - Birth of Hero was a role-playing game which was in development by Elfscom.
- **Tanggu and Woolashong**
A action game which was in development by Joymax .

Topy Topy GoGo / TT Go Race

Developer	Tooth Soft
Genre	Racing

This would be a racing game for GP32 featuring 8 unique characters. Each character would have its own skills, special moves, and scenarios.

The game would support a RF module where up to 4 people could play network games, including players on the PC version.

The game may have been close to complete, but it was never released for some reason.

Guilty Gear X

Developer	Arc System
Genre	Fighting

A title from the Guilty Gear series was apparently in development for the system. GameBoy Advance received a port of Guilty Gear X, and the GP32 version would most likely be similar.

Independent and Homebrew Games

Although the number of official games available for the GP32 system is limited, many open source/free software developers worked on various emulators and ported PC games. In addition to this, a wide range of free, public domain games were created by amateur developers.

Game Park planned their system to be powerful and useful, but they also wanted users to be able to create homebrew software. GP32 users could register the unit on their official website and get a free suite of development tools to create their own programs. Game Park also allowed (under certain restrictions) the publishing of such homebrew games on their website. The GP32's original firmware only supported running encrypted games and tools. Users had to register and use an encrypted "Free Launcher" to run unsigned software. Alternative firmware removed the necessity of using the "Free Launcher" software and provided many extra functions that were lacking in the original firmware. Game Park did not ask any royalties to release games for its device, which made it easier for small editors or independent developers to release software for the GP32.

The GP32's relatively powerful ARM 920T CPU and freely available 'C'-based SDK have allowed many emulators to be specifically developed or ported from other platforms.

Through this strategy, the GP32 was the host of multiple homebrew applications and games. The various applications made for it ranged from alternative firmware, file managers, games, emulators, game generators (such as RPG Maker), a DivX player and image slideshows.

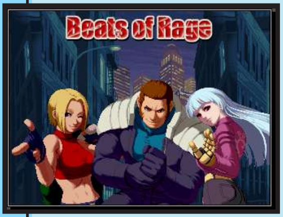
The modification of Ericsson Chatboard micro-keyboards to work with the system has seen a new flourish of software development, including countless attempts at ports of Linux, and keyboard support being added to many emulators.

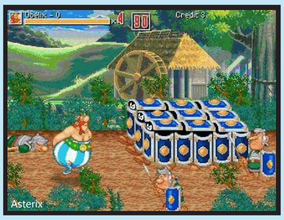
There is also a Windows-based GP32 emulator, which allows users to run GP32 software on a Windows-based PC.

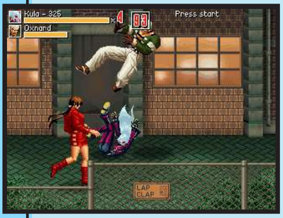
These pages consist of a small list of different homebrew games and games with the use of interpreters.

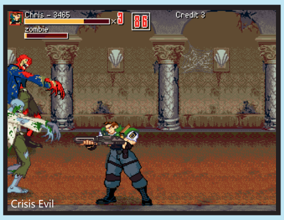
Please visit OpenHandhelds Archive for a large community of GP32 developers and users. It consist of a large number of homebrews.

Beats of Rage


Beats of Rage


Credit 3
Asterix


Press start


Credit 3
Crisis Evil

Developer	Senile Team
Release date	April 28, 2010
Genre	Beat ‘em up

Beats of Rage is an open source brawler fighting game engine. The default game included with the engine is also called of Beats of Rage and is a 2D brawler inspired by the Street of Rage series. Players go through different levels in a city controlled by a criminal syndicate led by a Mr. Y. But three young friends, Kula Gem, Max Bacon and Mandy Bluegard can stop him.

The character sprites and some background art are taken from the King of Fighters games. Controls consists of four movement and three action keys. The player fights regular enemies and bosses. Some levels feature death drops where the player must avoid falling off, but can throw enemies into that void.

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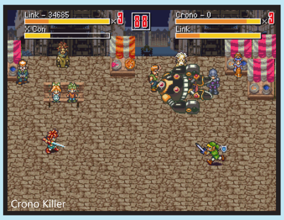
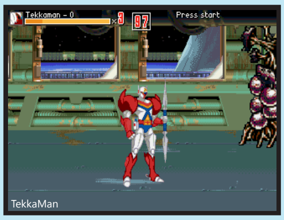
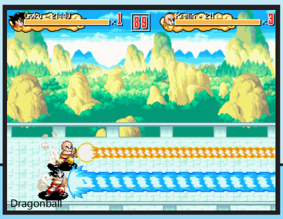
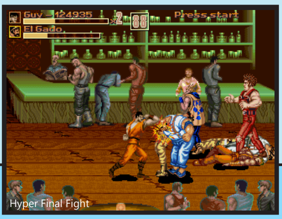
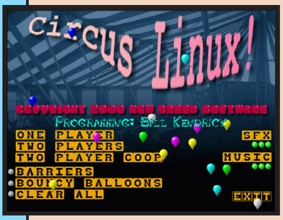

Crono Killer

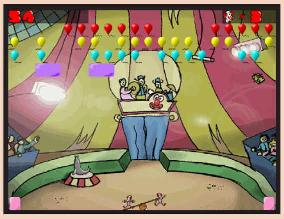

Press start
TekkaMan

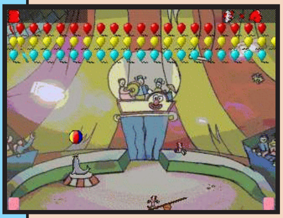

Dragonball

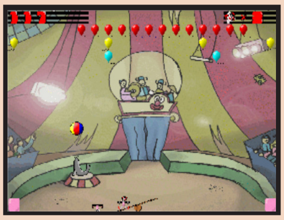

Press start
Hyper Final Fight

Circus Linux!


Circus Linux!
PROGRAMMING: BILL KENDRICK
ONE PLAYER
TWO PLAYERS
TWO PLAYER COOP
BARRIERS
BOUNCY BALLOONS
CLEAR ALL
SFX
MUSIC
EXIT







Developer	New Breed Software
Release date	August 17, 2003
Genre	Action
Mode	1-2 Players

Circus Linux! is a clone of the Atari 2600 game Circus Atari, which is in turn based on the Arcade game Circus. The goal of the game is to move a teeter-totter back and forth across the screen to bounce clowns up into the air. When they reach the top, they pop rows of balloons and then fall back down. Gameplay is similar to Breakout or Arkanoid.

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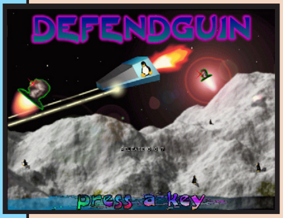
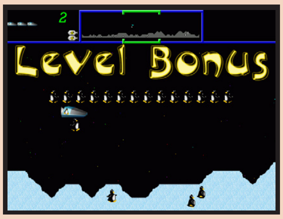
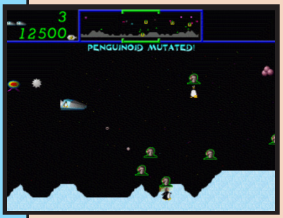
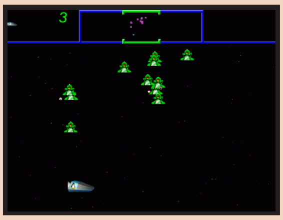
Defendguin


DEFENDGUIN
press a key


2
Level Bonus


3
12500
PENGUINOID MUTATED!



Developer	New Breed Software
Release date	August 28, 2005
Genre	Shooter

Defendguin is a clone of the arcade game Defender, but with a Linux theme. The player control a space ship shown from a side view in a 2D environment. The plane can freely move left or right in a scrolling environment that wraps around. The goal is to defend little penguinoids from being captured and mutated. To do that a variety of aliens needs to be battled. Smart bombs can be used to destroy an entire screen worth of foes.

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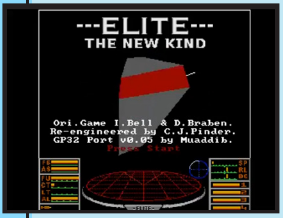
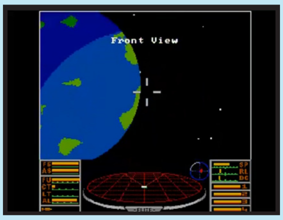
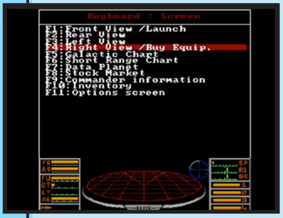
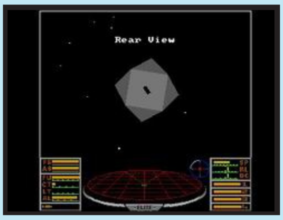
Elite: The New Kind


---ELITE---
THE NEW KIND
Ori.Game I.Bell & D.Braben.
Re-engineered by C.J.Pinder.
GP32 Port v0.05 by Muaddib.
Press Start

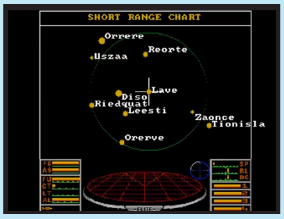


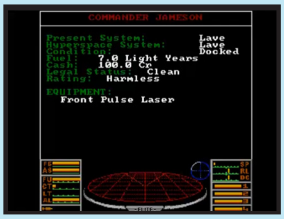

Keyboard : Screen
F1:Front View /Launch
F2:Rear View
F3:Left View
F4:Right View /Buy Equip.
F5:Galactic Chart
F6:Short Range Chart
F7:Data Planet
F8:Stock Market
F9:Commander information
F10:Inventory
F11:Options screen



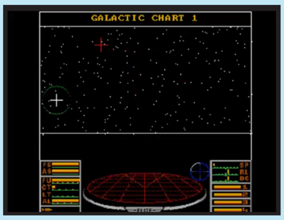
Developer	Christian Pinder, Muaddib (GP32 port)
Release date	May 22, 2002
Genre	Action, Simulation

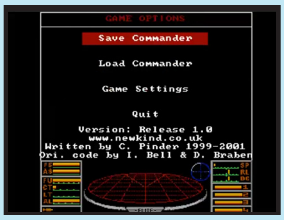
Elite TNK is a rewrite in C of the original assembler source code for the original BBC Elite. As such, it has the same basic gameplay, input method and look, but is portable both to systems which have never had an Elite version of their own and those which can't run their Elite version on modern hardware.


SHORT RANGE CHART
Orrere
Reorte
Uszaa
Lave
Diso
Riedquat
Leesti
Zaonce
Tionisla
Orerve


COMMANDER JAMESON

Present System: Lave
Hyperspace System: Lave
Condition: Docked
Fuel: 7.0 Light Years
Cash: 100.0 Cr
Legal Status: Clean
Rating: Harmless
EQUIPMENT:
Front Pulse Laser


GALACTIC CHART 1


GAME OPTIONS
Save Commander
Load Commander
Game Settings
Quit
Version: Release 1.0
www.newkind.co.uk
Written by C. Pinder 1999-2001
Ori. code by I. Bell & D. Braben

As in the original, players start out with a plain Cobra spaceship and 100 credits and it is up to them what to do; shop around, engage in piracy or fulfil missions. Or just enjoy the view.

The graphics run in a higher resolution than the original BBC version, and the wireframe graphics can be swapped for filled polygons and even more advanced 3D effects depending on the platform and version. Input devices not thought of when Elite was first written, such as mice, can also be used.

In 2002, distribution of all versions of Elite TNK was shut down, along with further development, at the request of David Braben.

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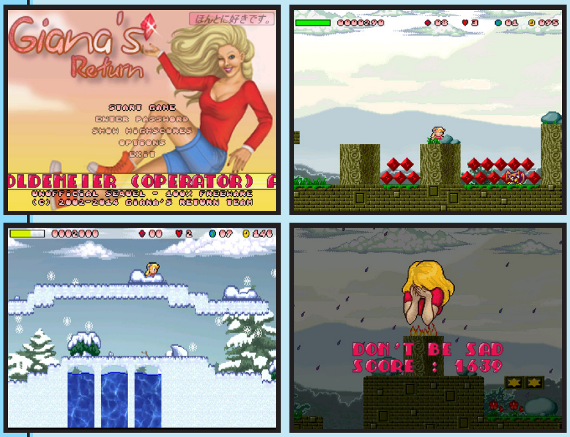
Giana's Return



Developer	Giana's Return Team
Release date	January 31, 2010
Genre	Platformer

Giana's Return is a fan-made sequel to the Mario clone, Great Giana Sisters. The Evil Swampy has stolen the magic ruby, which enabled Giana and her sister Maria to wake up from their dream in the first game. Moreover, Swampy has fallen in love with Maria and kidnapped her. It is now up to Giana to go back to the dream land to rescue Maria and get back the ruby.

The game, like its predecessor, is a classic 2D side scroller. Giana needs to pass through various levels in seven different worlds. She can jump on enemies to kill them, or find a magic ball which turns her into Punk Giana, who can shoot enemies with fire balls.

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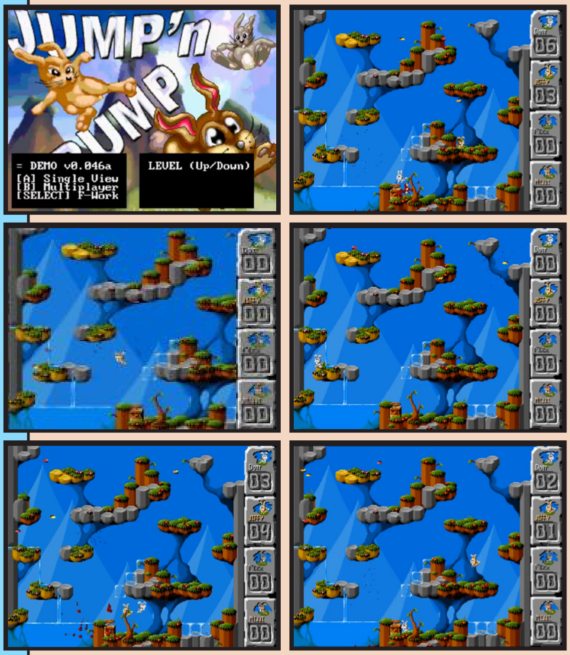
Jump 'n Bump



Pictures taken from the MS-DOS versions

Developer	Brainchild Design, Michael Heinemann
Release date	2003
Genre	Platformer
Mode	1-4 Players

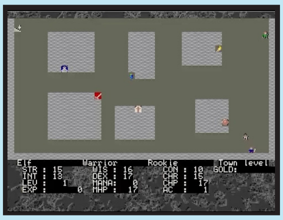
Jump 'n Bump was originally released on MS-DOS in 1998 as a freeware and open-source multiplayer game by Brainchild Design.

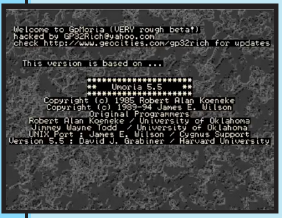
The game has no plot, other than that it involves up to four rabbits in multiplayer deathmatch: Dott, Jiffy, Fizz, and Mijji, trying to hop onto each other's heads to squish each other and score a point, while sending gibs flying everywhere.

Jump 'n Bump was mentioned as one of the earliest "instant kill game" when Samurai Gunn was compared to it in 2013. The N++ developers cited in 2014 Jump 'n Bump as inspiration for the Deathmatch mode in their game.

Moria

Moria
Exit(reset)
New Game
Load Game
Show Scores

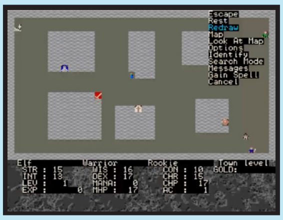




```
Welcome to GpMoria (VERY rough beta!)
hacked by GP32Rich@yahoo.com
check http://www.geocities.com/gp32rich for updates

  This version is based on ...

            ********************
            **    Umoria 5.5    **
            ********************
       Copyright (c) 1985 Robert Alan Koeneke
       Copyright (c) 1989-94 James E. Wilson
              Original Programmers
    Robert Alan Koeneke / University of Oklahoma
     Jimmey Wayne Todd  / University of Oklahoma
    UNIX Port : James E. Wilson / Cygnus Support
Version 5.5 : David J. Grabiner / Harvard University
```



Release date July 3, 2005
Genre Role-playing

Moria is a roguelike RPG. It features several innovations, like a town level and dungeons levels that are bigger than one screen, and was the first open source and freeware roguelike.

The goal of Moria is to descend in the dungeons of Moria and defeat the evil Balrog who is cowardly hiding on the lowest level. Other than this, there are no other references to J.R.R. Tolkien in this game.

Players begin the game by creating a character, choosing the sex and one of eight available races. They can then roll their stats and, when they got some which suit them, choose their class from six available classes (only some of them can be chosen, depending on their stats).

The game is entirely played in turns, feature text-only graphics showing the environment from above, and is played by entering character commands.

Players start in town, where they can visit several shops to buy weapons, armor, torches, food and other useful - and sometimes magic - items. Players can also barter with the shopkeepers to get reduced prices.

The dungeon levels are randomly generated. They contain a variety of monsters, some of which are invisible, and items, as well as traps and secret doors. Each level has more than one exit. As in other roguelikes, players explore the dungeons, kill monsters as they go, and try to accumulate as much treasure as possible.

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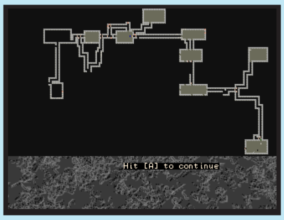
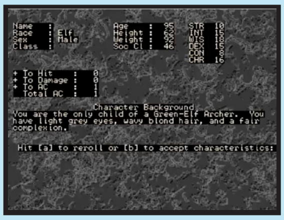
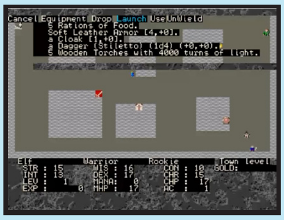




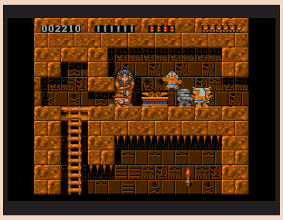
```
Name   :            Age    :  95   STR  10
Race   : Elf        Height :  62   INT  15
Sex    : Male       Weight :  92   WIS  18
Class  :            Soc Cl :  46   DEX  15
                                   CON   8
                                   CHR  16

+ To Hit    :    0
+ To Damage :    0
+ To AC     :    1
  Total AC  :    1

              Character Background
You are the only child of a Green-Elf Archer.  You
have light grey eyes, wavy blond hair, and a fair
complexion.

 Hit [a] to reroll or [b] to accept characteristics:
```

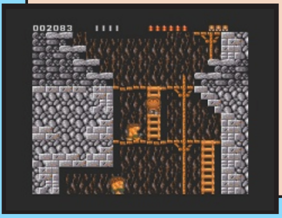


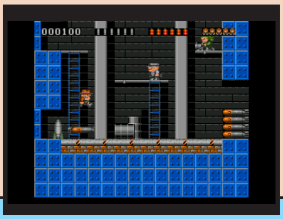
```
    5 Rations of Food.
    Soft Leather Armor [4,+0].
    a Cloak [1,+0].
    a Dagger (Stiletto) (1d4) (+0,+0).
    5 Wooden Torches with 4000 turns of light.
```

XRick

RICK DANGEROUS







Developer A600
Release date June 09, 2005
Genre Platformer

XRick is a free 2D platform game. It is a very faithful open source clone of Rick Dangerous with practically unchanged rules of gameplay and levels.

"mobygames.com"

NetHack / CaduHack

Developer	Cadu, retrobits (GP2X port), Dzzz (GP32 - CaduHack)
Release date	May 15, 2009
Genre	Role-playing

NetHack is a roguelike role-playing game with both traditional ASCII graphics and a graphical tileset. The objective is to find the Amulet of Yendor and sacrifice it to the player characters deity.

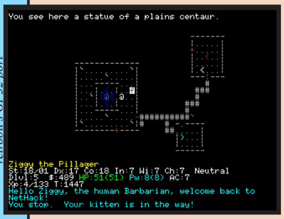
In the beginning, players choose one of the classes - there are some traditional ones, like Priest or Knight, but also unusual ones like Tourist or Caveman. Then, they find themselves on the 1st level of the dungeon, along with their pet that will accompany them and help them in combat. On each level, the players have to find an exit to the lower level; on the way, they'll find monsters to fight, as well as items to collect. Sometimes, they come upon a shop, where they can buy or sell items.

Items found can be blessed (more effective than normal), but sometimes are cursed (less effective, or outright harmful). Eating the corpses of fallen enemies is an important part of the game, since many creatures give special abilities or immunities when eaten.

Since NetHack is a roguelike, everything is represented as a top-down view of the current dungeon level, where the walls, the floor, and all items, characters and monsters are ASCII characters. More recent versions of the game also include an official set of graphical tiles which can be turned on at the player's option.

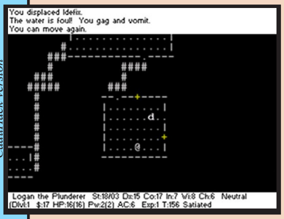
"mobygames.com"

```
Welcome to NetHack for GP32!

This port is brought to you by Retrobits.

Many thanks to the NetHack devteam for creating
one of the best games of all time (nethack.org).

Also, thanks to Spiv, Mirko, and Wintermute for
the quality GP32 dev tools and support.

For BLU+ units, hold the right trigger at start-
up. For all other hardware, hold the left trigger
(only necessary if auto-detection fails).

Bug reports, suggestions, comments, etc., should
be emailed to nethackgp32@retrobits.net.

[press a button to begin]
```



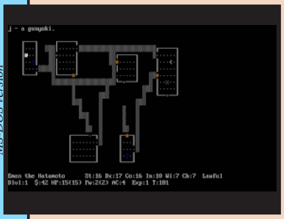
```
You see here a statue of a plains centaur.

Ziggy the Pillager
St:18/01 Dx:17 Co:18 In:7 Wi:7 Ch:7  Neutral
Dlvl:5  $:489 HP:51(51) Pw:8(8) AC:7
Xp:4/133 T:1447
Hello Ziggy, the human Barbarian, welcome back to
NetHack!
You stop.  Your kitten is in the way!
```

retrobit's GP32 port



```
You displaced Idefix.
The water is foul!  You gag and vomit.
You can move again.

 Logan the Plunderer  St:18/03 Dx:15 Co:17 In:7 Wi:8 Ch:6  Neutral
(Dlvl:1  $:17 HP:16(16) Pw:2(2) AC:6  Exp:1 T:156 Satiated
```

CaduHack version



```
j - a gunyoki.

Emon the Hatamoto      St:16 Dx:17 Co:16 In:10 Wi:7 Ch:7  Lawful
Dlvl:1  $:42 HP:15(15) Pw:2(2) AC:4  Exp:1 T:181
```

MS-DOS version

Noiz2sa

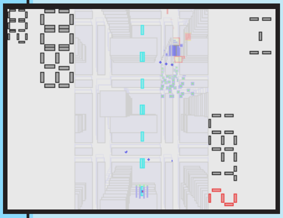
Developer	ABA Games
Release date	2004
Genre	Shooter
Mode	1 Player

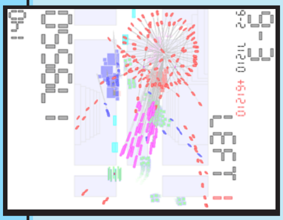
The official description for Noiz2sa is "abstract shoot-em' up game". Noiz2sa takes the mechanisms of the "mania shooter" and removes all graphical touches. Instead, all graphics are rendered in flat polygons.

The players goal is to fly the ship through ten abstract levels while avoiding being hit by the barrages of enemy bullets. Unlike orthodox shooters, the ship is only vulnerable at its very core, the "sweet spot". As long as the trajectory of enemy bullets doesn't cut through the core of the ship, they will pass through it without hurting it. In order to better navigate the bullet clusters, players have a slow-down key which slows down the movements so that they gain more precision.

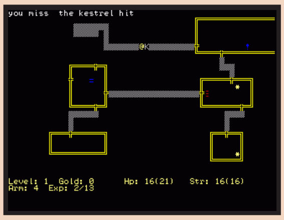
Shooting down enemies makes them release green stars which give bonus points, but no weapons upgrades or smart bombs are available.

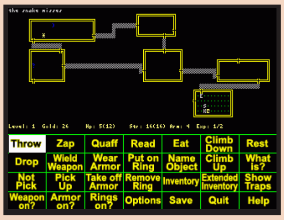
NOIZ2SA
STAGE 1
100000





Rogue


you miss the kestrel hit
Level: 1 Gold: 0 Hp: 16(21) Str: 16(16)
Arm: 4 Exp: 2/13


Throw
Zap
Quaff
Read
Eat
Climb Down
Rest
Drop
Wield Weapon
Wear Armor
Put on Ring
Name Object
Climb Up
What is?
Not Pick
Pick Up
Take off Armor
Remove Ring
Inventory
Extended Inventory
Show Traps
Weapon on?
Armor on?
Rings on?
Options
Save
Quit
Help

Release date February 28, 2005
Genre Role-playing

Rogue is a turn-based dungeon crawler in which players controls an adventurer who must explore the dangerous Dungeon of Doom in order to retrieve the precious Amulet of Yendor and make it out alive. The player character starts on the upper-most level and slowly makes his way downwards.

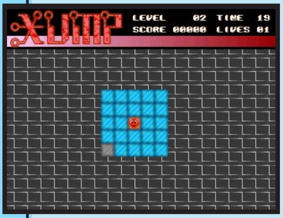
The game uses ASCII characters to represent locations, items, monsters, and the protagonist himself. There are twenty-six different types of monsters, symbolized by their initial letters (e.g. L for Leprechaun). Monsters have different abilities and modes of attack. The dungeon and the items in it are randomly generated each time the player begins a new game. Each dungeon level contains a grid of three by three rooms and dead ends.

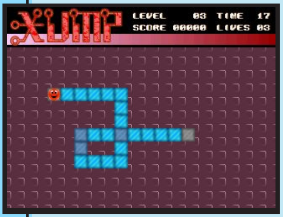
Levels get progressively more complex and maze-like, and monsters grow in strength the deeper the hero ventures into the dungeon. The player character can acquire better weapons and armor, gain experience points and level up. Should the protagonist perish in the dungeon, the player must restart the game anew.

“mobygames.com”

Xump: The Final Run

XUMP
The Final Run
START
PASSWORD
CREDITS
A GAME BY KEDO, KOJOTE AND NE7


XUMP
LEVEL 02 TIME 19
SCORE 00000 LIVES 01


XUMP
LEVEL 03 TIME 17
SCORE 00000 LIVES 03

Developer Psilocybin Development
Release date September 23, 2005
Genre Puzzle

Xump: The Final Run is a puzzle game similar to the Commodore 64 game Sensitive. It is not identical to the 2013 version of the same name, which has improved graphics, new levels, music and supports more platforms.

The goal is to use the bot Xump to remove all blue tiles on platforms somewhere in the sky by moving over them. A bit of planning is required, as Xump can move onto such a blue tile only once. The levels have a time limit, so it is required to think quickly.

Apart from the blue tiles the game also contains solid grey tiles that won’t disappear, teleporters to move between two locations, dark blue tiles that have to be visited twice and arrows that will automatically push players into the arrow’s direction.

“mobygames.com”

Accessories

ed.- "I didn't find much of accessories for the system. Either the GP32 had no accessories, other than an link adaptor and a bag (or two), or I (probably) suck at searching..."

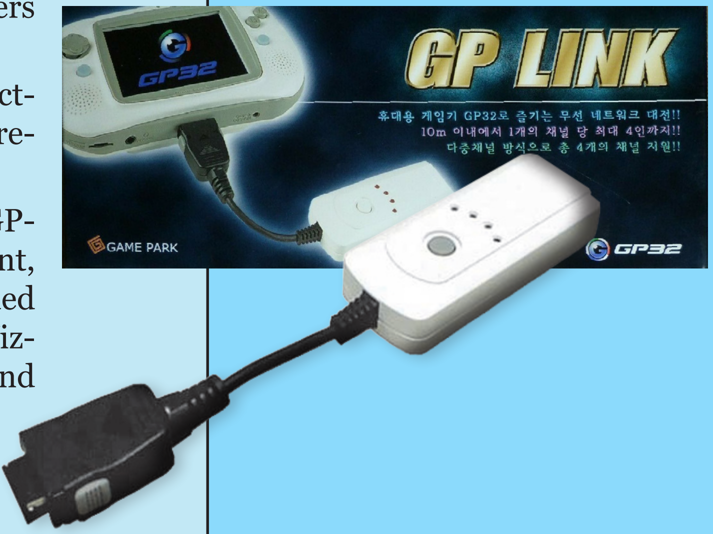
GP-Link

GP Link was a wireless dongle that could be inserted into the ext socket and let users chat and play games.

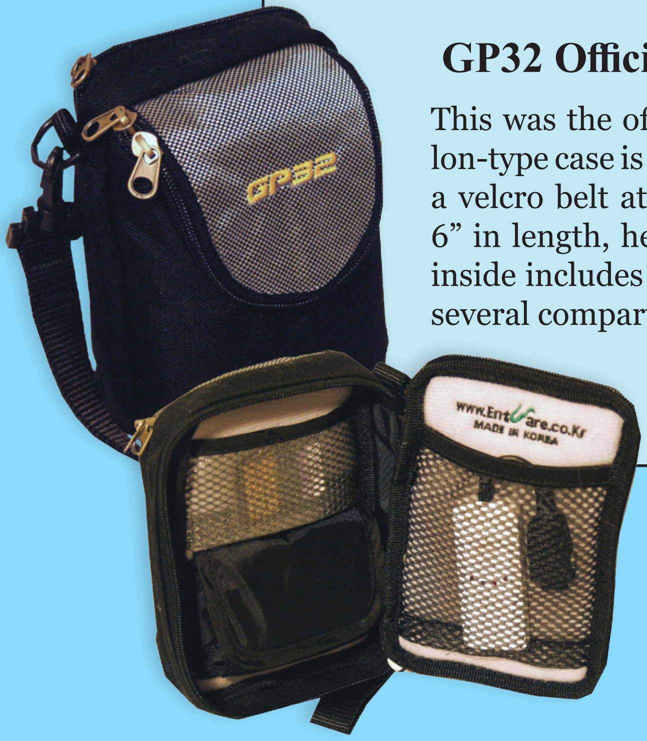
Up to four wireless units could be connected at once within 10m, frequency were reported to be 300 MHz.

Various games that would feature GP-Link-compatibility was in development, but only a handful of released games ended up being compatible, including; Little Wizard, Dungeon & Guarder, Treasure Island and Rally Pop.

The GP-Link also came in black color.

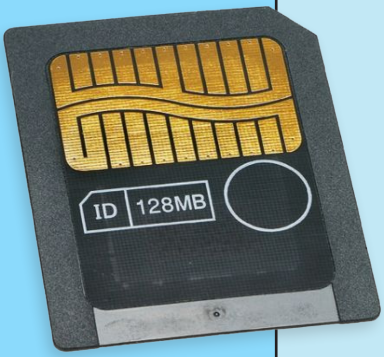

GP32
GP LINK
휴대용 게임기 GP32로 즐기는 무선 네트워크 대전!!
10m 이내에서 1개의 채널 당 최대 4인까지!!
다중채널 방식으로 총 4개의 채널 지원!!
GAME PARK
GP32

GP32 Official Carry Case


GP32
www.EntWare.co.Kr
MADE IN KOREA

This was the official GP32 carrying case. The nylon-type case is large, due to it being padded. It has a velcro belt at the back and a carry-strap about 6" in length, held on by a quick release clip. The inside includes a pocket for the system, including several compartments for batteries, game, etc..

"axeman@openhandhelds.org"



SmartMedia

The the GP32 uses SmartMedia cards (SMC) for storing programs and data. This means that users can buy cheap SMC to use on their GP32. SmartMedia memory cards are no longer manufactured, but they are still found at online sources for little money. The SMC have capacities ranging from 2 MB to 128 MB.

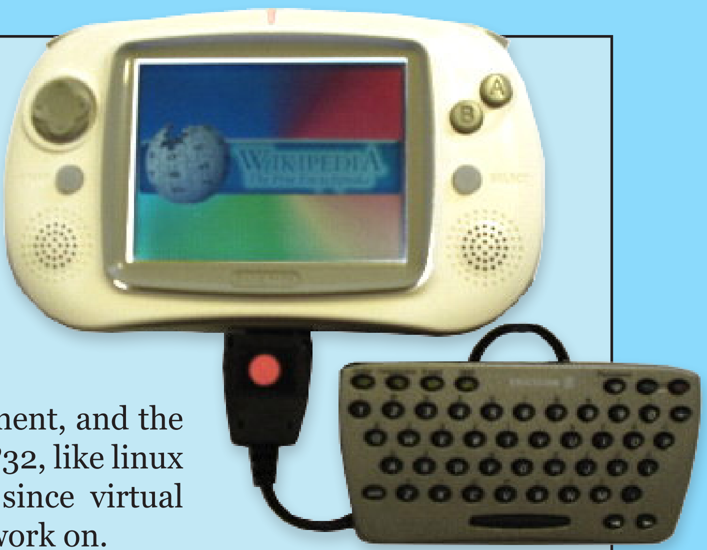
A negative note on the SMC is that they frequently become corrupted and unusable when the cards are read / written in a card reading device. Affected SmartMedia cards will be unusable and the device will be unable to format, read or write to the card.

Ericsson Chatboard

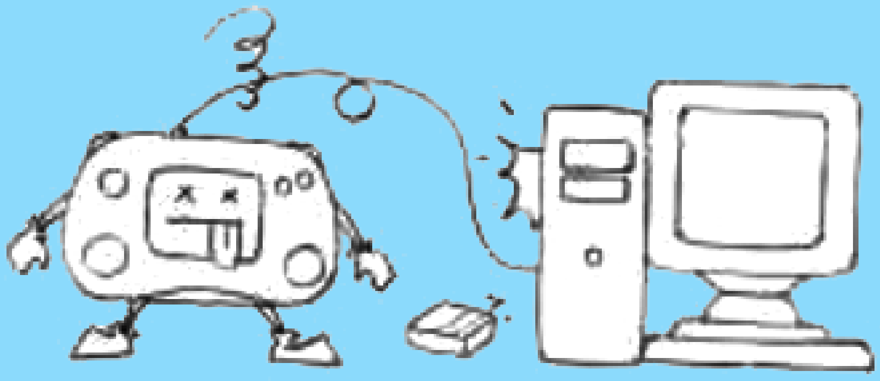
In 2004, somebody hacked a Ericsson Chatboard and wrote a driver for it (mr. Spiv, a Finnish coder). It found support in the community, because chatboards were cheap and easy to mod.

By using a Chatboard, software devel-

By using a Chatboard, software development, and the use of operating systems ported to the GP32, like linux and WindowsCE, are more accessible, since virtual keyboards are slow and cumbersome to work on.



Tutorial on how to mod a Chatboard for use with the GP32:
https://arda.kisafilm.org/blog/?p=653&lang=en



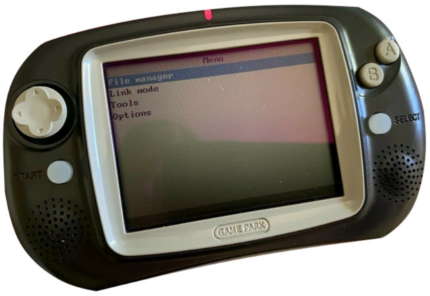
Console Versions

PROTOTYPES

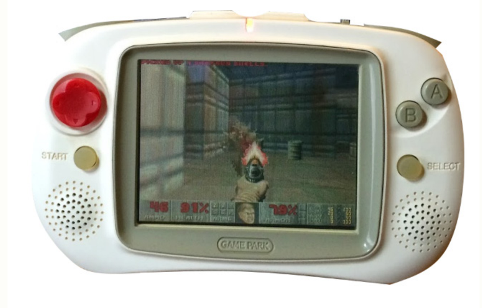
These two models were presented in 2000, during the Tokyo Game Show, but failed to catch any attention due to their inferior hardware and games. Taking note of the critics, Game Park continued development of their console.

During the next year, other design concepts were presented, but the biggest change was the internal hardware. With the specification of the upcoming release of the Game Boy Advance already out there, Game Park knew they had to be at least as powerful as a GBA to even stand a chance. With that in mind, Game Park upgraded the hardware and made it more powerful than Nintendo's upcoming console.

"videogamekraken.com"



Black Version
This was released with Astonishia Story R as a Collector Edition bundle.



Normal Unit with Red D-Pad
It is unknown on how this was released and if it was part of a bundle.

Two other versions was also released;

Crystal Blue
It is not known what type of release this version received.

Crystal Green
This was given out in a contest.

CHECKLIST FOR COMMERCIAL RELEASED GP32 GAMES

Name	F	C	I	B	pg.
Astonishia Story R	SK				222
Blue Angelo	E				223
Dooly Soccer	SK				223
Dungeon & Guarder	SK				224
Dyhard Infinity	SK				224
GP Fight	SK				225
Hany Party Games	SK				225
Her Knights, All for Princess	SK				226
Her Knights, All for Princess	E				226
Kimchi Man	SK				226
Little Wizard	SK				227
Little Wizard	E				227
Mill	SK				227
OneShot Voca	SK				228
Rally Pop	SK				228
Raphael	SK				229
Tanggle's Magic Square	SK				230
Therapy	SK				231
Tomak Save The Earth Again	SK				232
Tomak Save The Earth Again	E				232
Treasure Island	SK				232
Treasure Island	E				232
Princess Maker 2	SK				229
Wanna Be Wizard	SK				231
Wizard Slayer	SK				233

GIZMONDO

The Gizmondo is a failed handheld console, which launched in 2005. It was potentially revolutionary for having functionality such as GPRS mobile data connection, a camera, GPS, a multimedia player and game playing all in one unit.

For a more comprehensive and professional look on the Gizmondo,
then please read:
Gizmondo - The Machine 2011 by Justin Castle.

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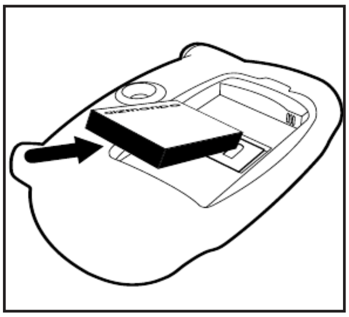
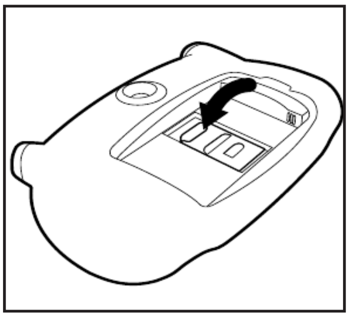
CONTENT

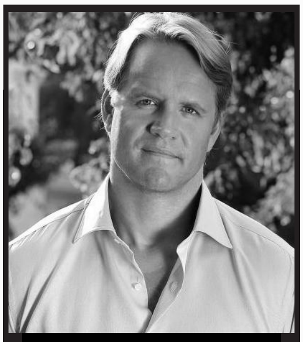
Tiger 258
Gizmondo 260
Commercial Gizmondo Games 269
Unreleased Gizmondo Games 276
Emulation 296
Console Packaging 297
Accessories 298
Gizmondo Article: *Gametrac* 300
Console Versions 301
Checklist For Commercial Released Gizmondo Games 305

TIGER

Tiger Telematics, or Tiger, was a Swedish electronics company, best known for the failed Gizmondo handheld game console.

In 2000, Carl Freer formed Eagle Eye Scandinavian, a small electronics distribution business in Sweden. In 2002 the company merged with Floor Décor, a carpet retailer based in Jacksonville, Florida. Once that was completed, Floor Décor’s Michael Carrender became the company’s chief financial officer.


Carl Johan Freer

The merged company soon renamed itself Tiger Telematics Inc. with a new ticker symbol “TIGR”. It made an attempt to take on Sony and Nintendo in the UK gaming market and relocated at an office near Farnborough Airfield. Stefan Eriksson, whom Freer had met during a previous business visit, was brought into the company with Peter Uf and Johan Enander.

Bo Stefan M. Eriksson became known by the Swedish police as Tjock-Steffe (“Fat Steve”) or, The Banker, by the local mob in Sweden’s fourth largest city of Uppsala, roughly 60 km north of Stockholm. An auto body shop worker, he started his criminal career with thefts and a three-month prison term in 1981, followed in 1988 by another term of 3½ years for cocaine and arms-related convictions.

Bo Stefan M. Eriksson

In the early 90s, Eriksson became the head of a group the Swedish press dubbed Uppsalamaffian (the “Uppsala mafia” or “Uppsala mob”), which was responsible for high-profile, violent crimes, up until then rarely seen in the country. Known as a playboy, he often showed off a 1,200 horsepower, 63’ Sea Ray offshore race boat named it Snövit (Snow White). He was also seen driving a Mercedes SL with the license plate reading “GEO” (in Swedish, it is pronounced similar to the Cuban slang llello (“yeyo”) for cocaine, used by Al Pacino in the 1983 movie Scarface).

With a legal front Kanoninkasso (“Cannon debt collectors”), the group collected debts using threats and violence. Establishing a reputation, they started to dress in expensive suits and hold “business meetings” in exclusive Stockholm hotels. Attempting to defraud the Swedish Bank Giro Central of 22 million kronor, Eriksson and Peter Uf, the other executive of Gizmondo, were found guilty of fraud and counterfeiting. In 1993 and 1994, Eriksson was sentenced to ten years in prison, though he only served half his sentence. Court documents show Eriksson and a partner broke into a man’s home, destroyed his property, and punched him repeatedly in the face. Eriksson also held a knife to the man’s throat, threatened to cut off his fingers, and finally shoved a gun into the man’s mouth. The Swedish police had great difficulty finding people who dared to testify, and the head witness later survived two bomb attacks.

Eriksson joined Gizmondo in 2001. His salary in 2004 was £1.1 million, with bonuses amounting to another £145,000 and a car allowance of £5,000 per month.

In an attempt to promote the product, Eriksson competed at the 24 hours of Le Mans. He arrived in a grey Enzo Ferrari and entered the race in the Gizmondo-sponsored Ferrari 360 Modena GTC in 2005 but retired during the morning with mechanical troubles.

In October 2005, shortly after Gizmondo was released in America, a Swedish yellow-page paper printed a story linking Stefan Eriksson and two other Swedish Gizmondo Europe executives to the Swedish crime ring. The paper investigated a 6-month loss of 200 million dollars, exhibiting large payouts to later bankrupt entities. Further, the trio’s felonious history was revealed, such as the fact that Johan Enander was wanted by the Swedish police. In light of these findings, Eriksson and others resigned. One of those resignations came from Carl Freer, the chairman of the board and a director who, with Eriksson, co-owned Northern Lights Software Limited. Freer had previously sold luxury cars in France, Germany and the U.K., some of which turned out to have been stolen. Northern Lights was paid a large sum of money to create Chicane and Colors, two Gizmondo games that were actually developed by Gizmondo Europe itself. Freer paid the money back to Gizmondo in order to stop an investigation into the matter. The Gizmondo company itself denied knowing anything about Eriksson's past.

In addition, Gizmondo paid $4 million to Games Factory Publishing for nineteen concept games on the handheld, including a game called Typing Tutor, despite having no keyboard peripheral, $5.9 million to Electronic Arts to port its SSX and FIFA games and $3.5 million to Northern Lights to develop the first-person shooter, Colors, and the Formula One game, Chicane, which was in fact developed by other indie studios.

Around March 2005, US-based Tiger Telematics bought UK stock market-listed games developer Warthog for almost 500,000 Tiger shares and $1.13 million in cash—altogether worth $8.1 million. Acquiring all of Warthog's operating subsidiaries, along with the group's debts, and Warthog's CEO, Ashley Hall, COO Steven Law and CFO Simon Elms, to become Tiger employees. Warthog's team also has close ties with key games publishers and game franchise owners.

On January 23, 2006, the UK based arm, Gizmondo Europe (GE) declared bankruptcy. Gizmondo hemorrhaged hundreds of millions of dollars before filing for bankruptcy: in 2004, Tiger Telematics reported a loss of $99.29 million, and between January and September 2005, they lost $210 million, *"Principally due to development costs for the Gizmondo and non-cash expenses associated with shares of restricted common stock issued for services"*. In other words, it had bartered shares in lieu of cash payments. Soon after Gizmondo retail locations in both the US and the UK closed, and the Gizmondo website was shut down. The game development arm of Gizmondo also went out of business.

The company was also involved in litigation. Swedish Ogilvy Group, MTV Europe, Christian and Timbers (landlord to their office), Handheld Gaming and Jordan Grand Prix all filed million dollar lawsuits against the company. Gizmondo is currently under investigation in the UK for approximately £25-30 million owed to HM Revenue and Customs.

In early February 2006, the High Court appointed two liquidators. David Rubin & Partners was to deal with the sale of the company's assets, thought to amount to little more than the furniture in its Regent Street showroom and Begbies Traynor was asked to investigate exactly where Gizmondo's money had gone. The 27 staff remaining at Gizmondo's head office in Farnborough and five at its London store were made redundant. No Gizmondo accounts for 2005 have been published. But internal figures show sales of just £1.4m in the first nine months of the year. Losses were equivalent to £500,000 a day. Directors' salaries amounted to £6.6m for the nine months. Leasing cars cost £2m-plus.

The console was deemed the worst console of all time by GameTrailers because they claimed it drove Tiger into bankruptcy.

In November 2007, Carl Freer stated in an interview that he was interested in starting up production of the Gizmondo again. In April 2008, a press release was issued that an agreement had been reached between the joint liquidators of Gizmondo Europe Ltd. in Liquidation and one of the company's ex-Directors, Carl Freer. The press release originated as a low quality copy of a letter purported to be from one of the accounting firms handling the insolvency, posted to a file sharing site. According to Mr Freer, *"the shareholders of Tiger Telematics will now be able to prosper on the re-introduction of the Gizmondo into the market."*

The new system never appeared. The original planned launch date was May 2008, but this was quickly pushed back to November 2008, along with details of a new company, Media Power, behind the launch, headed by Carl Freer and his Swedish partner Mikael Ljungman, with development apparently proceeding according to the new schedule at least until September. By December 2008, the console had still not appeared, and another announcement was made about a complete redesign as a Windows CE or Google Android powered smart phone.

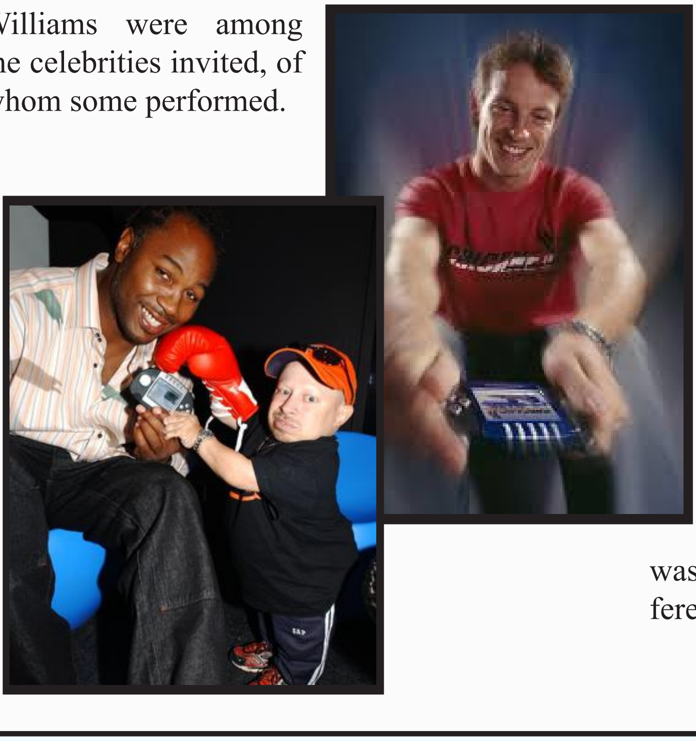
Since then, the Media Power website has gone offline and co-founder Mikael Ljungman has been arrested and convicted of serious fraud.

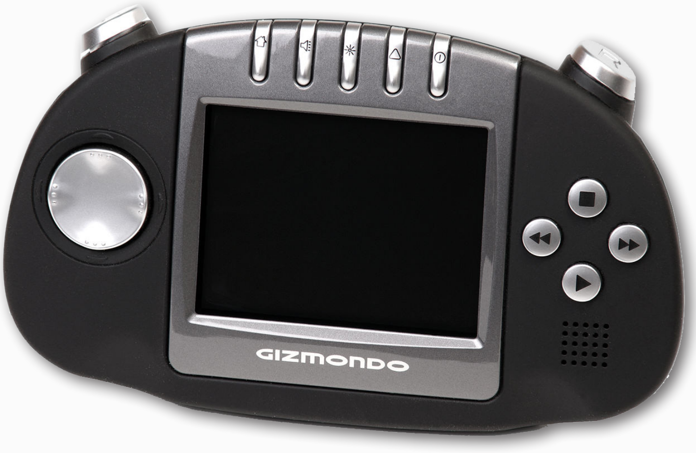
Gizmondo

The Gizmondo is a handheld gaming console developed by Tiger Telematics. It was released in the UK, Sweden and the U.S. starting in March 2005. Its first-party games were developed in studios in Helsingborg, Sweden, and Manchester, England. Gizmondo Europe, Ltd. was based in London, England, and was a subsidiary of Florida-based Tiger Telematics, whose chairman Carl Freer led Gizmondo's development.

The Gizmondo device was originally called Gametrac, but was renamed after Gametrak discovered the name and complained that the name breached their copyright. Tiger Telematics first published on their website in October 2003 about the device being developed. This came in response to Nokia's N-Gage. During December that year, Gizmondo made its debut as a concept product at the Las Vegas CES in January 2004, and later appeared at the German CeBIT show in March 2004. The company and the console were renamed Gizmondo around April 2004.

British Formula One driver Jenson Button appeared on magazine adverts for the Gizmondo, and also had his own licensed video game for the device, Chicane, though it never released due to a dispute with Tiger Telematics and the developer of the game. In London's Regent Street, Tiger Telematics threw a party with several celebrities invited to promote the device. Busta Rhymes, Jodie Kidd and Pharrell Williams were among the celebrities invited, of whom some performed.





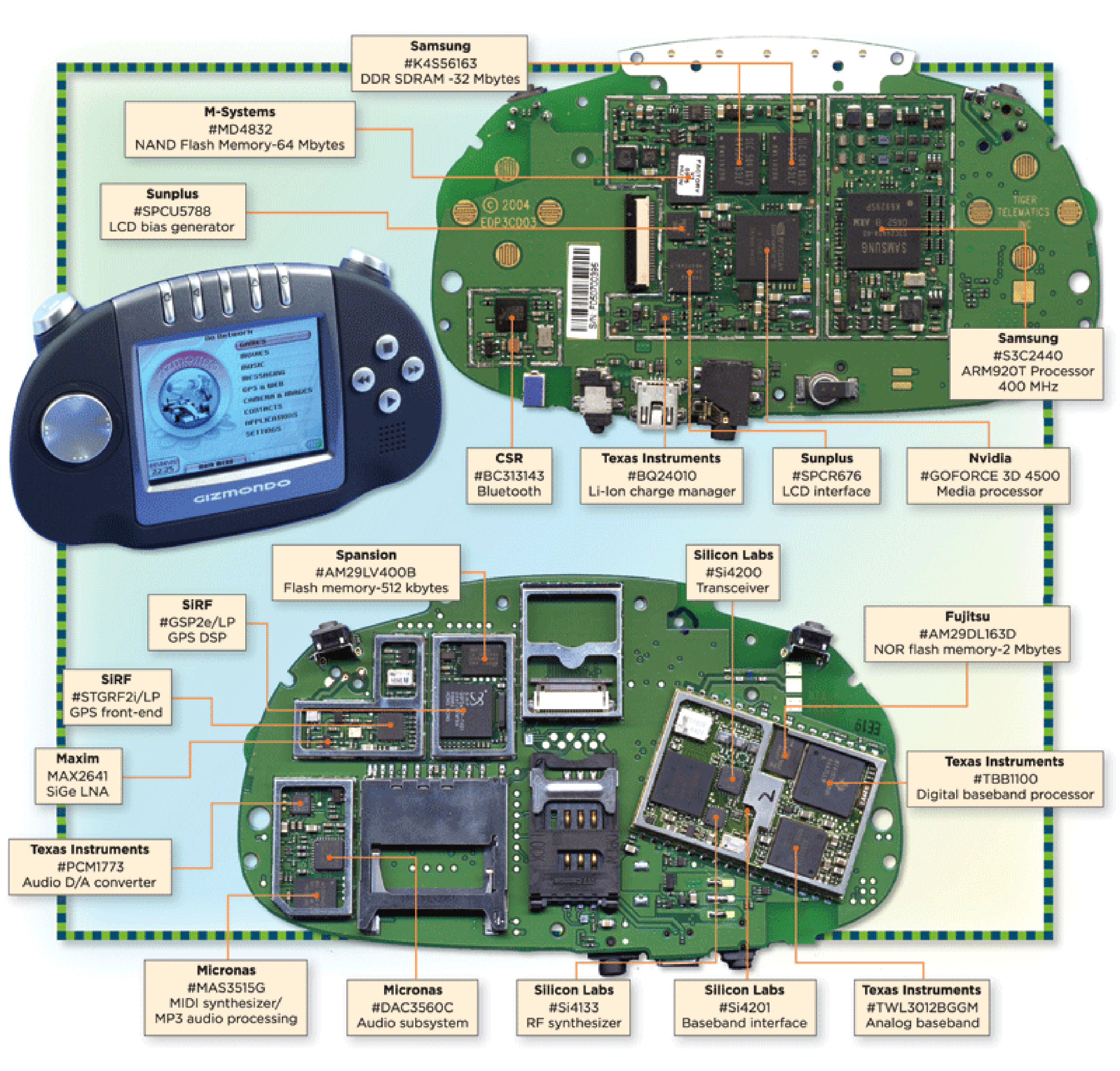
The Gizmondo was essentially a WindowsCE .net HandheldPC, using the embedded OS to run a custom GUI. It sported a 400MHz ARM9 processor, a 2.8" 320x480 TFT screen and an nVidia GoForce 3D 4500 GPU (The GPU initially delayed the launch as the developers decided to change from a 2D chip to a 3D to better compete with the specs of the DS and PSP). Other hardware features included a 0.3 Megapixel camera, GPS for navigation and (in select - cancelled - games) location-based gameplay and a tri-band GSM radio which was used to supply an internet connection for e-mails and to send and receive SMS/MMS messages. It was also intended to be used for certain aspects of multiplayer, though this largely failed to materialise. The console have a SIM Card and a phone number, but did not support voice calling or any kind of voice communication.

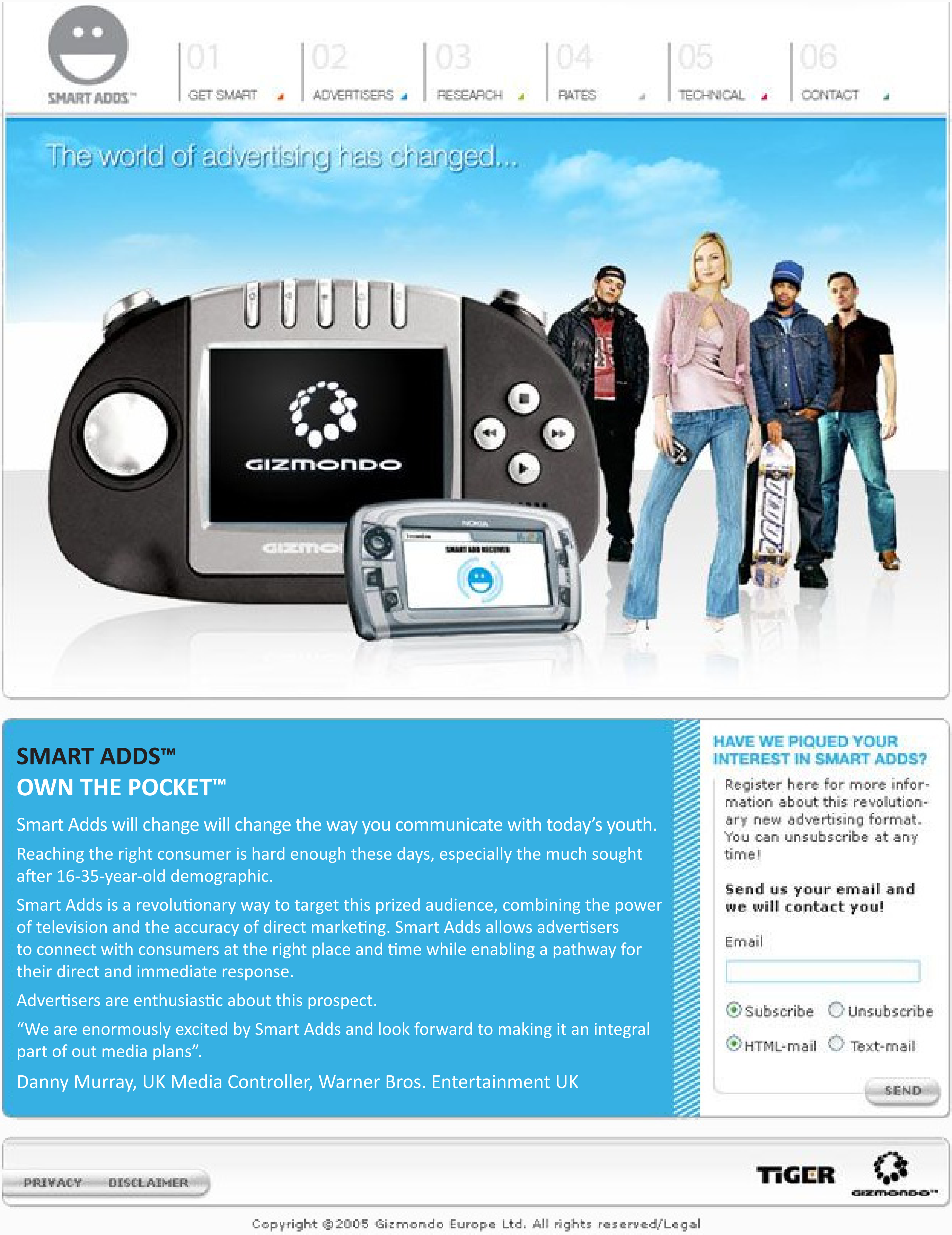
Additionally, the system featured a Bluetooth radio, primarily used for multiplayer gaming. Other I/O included a standard 3.5mm headphone jack (the console also shipped with re-branded Sennheiser earphones), miniUSB and an SD card slot which served as the primary storage for games, movies and music.

The battery was replaced in the US with a larger version to improve battery life. This necessitated a larger battery door, meaning US Gizmondos do not follow the same curvature as UK models - there is a large rectangular bulge. This new battery door also allowed the attaching of a wrist strap (which was bundled) though. This model was never offered in the UK.

After the initial launch, users could receive a discount on Gizmondo hardware if they agreed to use the “Smart Adds” system, which was location-based advertising. The apparent misspelling of the name was intentional and a trademark and company name were registered in the UK as “Smart Adds”, though even Tiger Telematics occasionally slipped up and referred to it as Smart Ads in their publicity material. A “Smart Adds”-enabled Gizmondo cost less (£129/$229), but would display advertisements on the Gizmondo’s screen at random intervals when the user entered the home screen. These advertisements would be downloaded via the device’s GPRS data connection, and would be targeted based on data inputted to the device. A maximum of three ads would be shown per day. Some ads would include special offers in the form of vouchers or barcodes, and some would utilize the device’s GPS system to direct users to the nearest store carrying the advertised product.

However, the “Smart Adds” service was never activated, and users who paid the reduced price for a “Smart Adds”-enabled device did not receive any advertisements through their device.


Samsung
#K4S56163
DDR SDRAM -32 Mbytes
M-Systems
#MD4832
NAND Flash Memory-64 Mbytes
Sunplus
#SPCU5788
LCD bias generator
Samsung
#S3C2440
ARM920T Processor
400 MHz
CSR
#BC313143
Bluetooth
Texas Instruments
#BQ24010
Li-Ion charge manager
Sunplus
#SPCR676
LCD interface
Nvidia
#GOFORCE 3D 4500
Media processor
GIZMONDO
Spansion
#AM29LV400B
Flash memory-512 kbytes
Silicon Labs
#Si4200
Transceiver
SiRF
#GSP2e/LP
GPS DSP
Fujitsu
#AM29DL163D
NOR flash memory-2 Mbytes
SiRF
#STGRF2i/LP
GPS front-end
Maxim
MAX2641
SiGe LNA
Texas Instruments
#TBB1100
Digital baseband processor
Texas Instruments
#PCM1773
Audio D/A converter
Micronas
#MAS3515G
MIDI synthesizer/
MP3 audio processing
Micronas
#DAC3560C
Audio subsystem
Silicon Labs
#Si4133
RF synthesizer
Silicon Labs
#Si4201
Baseband interface
Texas Instruments
#TWL3012BGGM
Analog baseband


SMART ADDS™
01 GET SMART
02 ADVERTISERS
03 RESEARCH
04 RATES
05 TECHNICAL
06 CONTACT
The world of advertising has changed...
GIZMONDO
NOKIA
SMART ADS RECEIVED

SMART ADDS™
OWN THE POCKET™

Smart Adds will change will change the way you communicate with today's youth.

Reaching the right consumer is hard enough these days, especially the much sought after 16-35-year-old demographic.

Smart Adds is a revolutionary way to target this prized audience, combining the power of television and the accuracy of direct marketing. Smart Adds allows advertisers to connect with consumers at the right place and time while enabling a pathway for their direct and immediate response.

Advertisers are enthusiastic about this prospect.

"We are enormously excited by Smart Adds and look forward to making it an integral part of out media plans".

Danny Murray, UK Media Controller, Warner Bros. Entertainment UK

HAVE WE PIQUED YOUR INTEREST IN SMART ADDS?

Register here for more information about this revolutionary new advertising format. You can unsubscribe at any time!

Send us your email and we will contact you!

Email

● Subscribe ○ Unsubscribe

● HTML-mail ○ Text-mail

SEND
PRIVACY
DISCLAIMER
TIGER
GIZMONDO™

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By: Justin Castle

The Gizmondo Satellite Navigation system (Sat Nav), called Gizmondo Navigator 2006, is powered by the CoPilot navigation. The Sat Nav system feature full spoken postcode search, full spoken guidance, 2D and 3D mapping, detour routing, multiple stop route planning, walking mode and 1000's of points of interest.

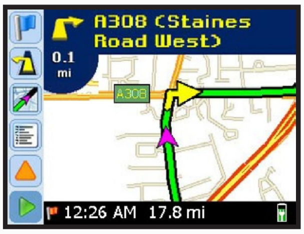
Unlike some other navigation systems at the time, Gizmondo Navigator continuously works out the best way to get to the destination. If a user would miss a turn it would work out the best new route rather than simply trying to get back to the original one.

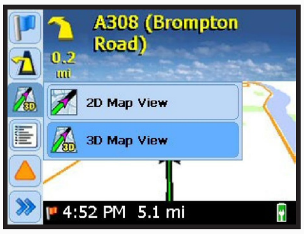
Gizmondo Navigator was designed to enable drivers to keep their eyes on the road rather than on the screen. There is also a low glare night mode which avoids distraction to the driver.

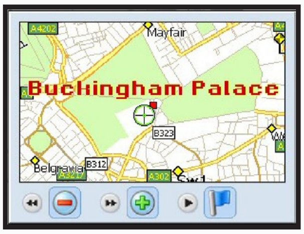
Street maps of the whole of UK and Ireland are included as a standard. Gizmondo Navigator includes full UK post codes, the UK's M6 Toll road, Channel Islands and Isle of Man. Complete maps of Europe and USA are available as an option, pre-installed on a single card.

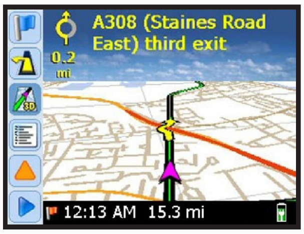
Unlike some other navigation system at the time that could use up to 7 separate CD's to store all the maps of Europe, Gizmondo Navigator's data compression means that the map of Europe fit onto a single SD card.

The Gizmondo can also run other Windows CE and PPC Sat Nav software other than the official Co-Pilot software if the user have jailbreaked their console.


A308 (Staines Road West)
0.1 mi
A308
12:26 AM 17.8 mi


A308 (Brompton Road)
0.2 mi
2D Map View
3D Map View
4:52 PM 5.1 mi

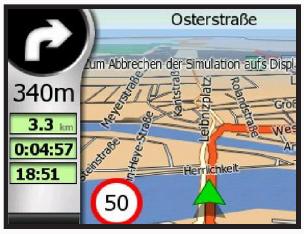

Mayfair
Buckingham Palace
B323
Belgravia
B312
A302


A308 (Staines Road East) third exit
0.2 mi
12:13 AM 15.3 mi

There were going to be 3 different retail versions of the Gizmondo Navigator 2006, but after the bankruptcy, only the UK version was released in large quantities. The US version was released in very small quantities and European version was (most likely) never officially released.

Retail prices at the time were set at £99 UK, £149 EU and £199 US, which was very competitive at the time when Sat Nav's were costing upwards of £400.

GIZMONDO
GPS navigation system
GIZMONDO
NAVIGATOR 2006
COPILOT

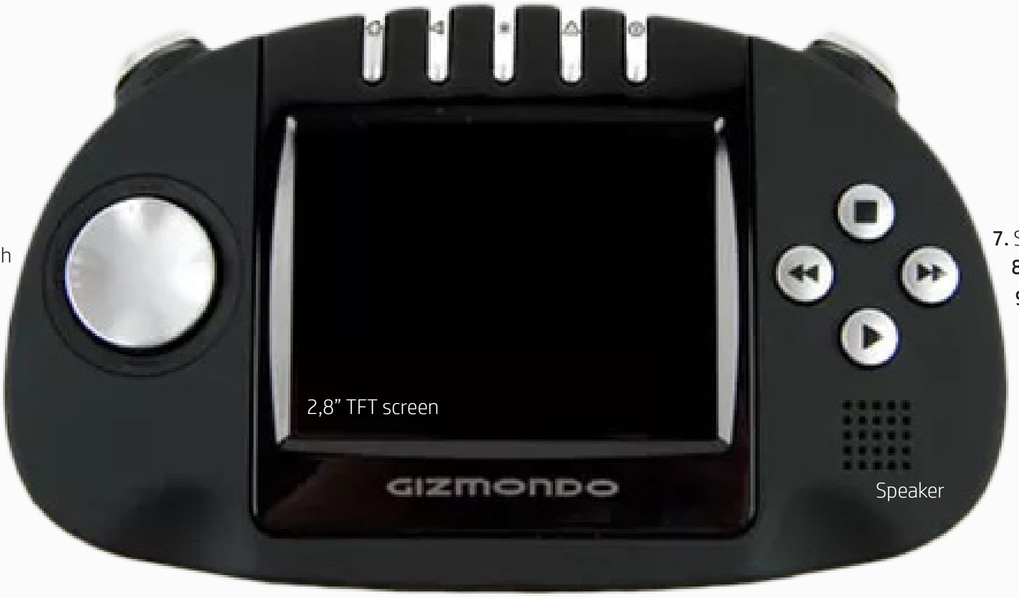

Osterstraße
Zum Abbrechen der Simulation aufs Displ
340m
3.3 km
0:04:57
18:51
50
Herrlichkeit

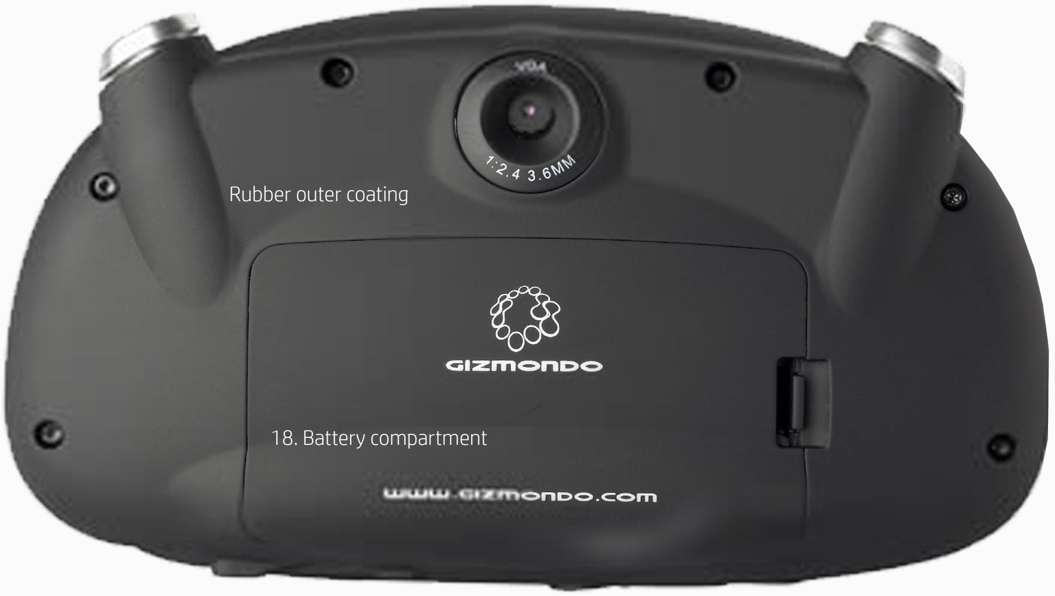
In an early interview regarding the Gizmondo Navigator, Michael Kornhauser, Managing Director at ALK Technologies, said:

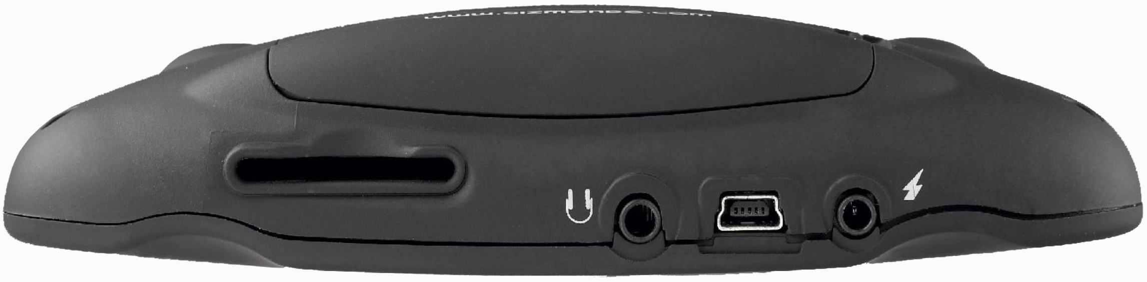
"ALK's navigation and routing technology has been developed, enhanced, and refined over the past 25 years, and our CoPilot software is recognised worldwide as one of the most advanced and user-friendly satellite navigation packages available. Coupling our software expertise with this exciting piece of entertainment technology provides the end user with the best of both worlds; an advanced satellite navigation application, and entertainment wherever the road takes you."

Carl Freer added:

"We're being extremely aggressive in our pricing of the Satellite Navigation functionality because we know it's going to be one of the most desirable technology applications this Christmas selling period. When factor in all of what this tiny device will do, it's no wonder it's quoted as being the most powerful handheld available."


4. Brightness
3. Volume
5. Alert function
2. Home function
6. Stand-by
1. 8 way switch D-pad
7. Stop button
8. Fast forward button
9. Rewind button
10. Play button
2,8" TFT screen
GIZMONDO
Speaker


11. Right shoulder button
13. VGA camera
12. Left shoulder button
VGA
1:2.4 3.6MM
Rubber outer coating
GIZMONDO
18. Battery compartment
www.gizmondo.com


14. SD card
15. Headphone socket
16. Mini USB port
17. AC power socket

The information on this page is taken from the Gizmondo manual

1. D-PAD: This control allows you to navigate quickly through the menus.

2. HOME: By selecting this control button you will be immediately transported back to the main menu.

3. VOLUME: This control allows you to adjust the volume of any music or media quickly and conveniently.

4. BRIGHTNESS: This gives the option to quickly and easily adjust the brightness of the image on the main screen.

5. ALERT: At Gizmondo we realize that the world we live in is not always as safe as we may hope, so we have incorporated an alert system into your Device. All you need to do is hold down the ALERT piano key for 3 seconds and an SMS will be sent to up to four different numbers, of your choice, alerting them of your exact location.

6. POWER: An easily accessible on/off button to activate your Device.

7. STOP/BACK: This button allows you to navigate back through the different functions on your Gizmondo™ Device, and provides you with a clear and easy way of stopping a movie or piece of music at any given point.

8. FAST FORWARD: This has various uses, including giving you the flexible to move forward through movies or music, and scroll through your messages.

9. REWIND: This has various uses, including giving you the flexibility to backtrack through movies or music.

10. PLAY/ACCEPT: This acts like an enter key, allowing you to accept a function once you have selected it on the main screen. This will also, amongst other things, play music and movie files for you.

11. L-SHIFT: When used in conjunction with one or the other control button the shift opens up many opportunities for multi-functionally.

12. R MENU: This conveniently placed button allows you quick and easy access to additional menus within the separate function areas of your Device.

13. CAMERA: The centralised position of the camera lens makes it easy to focus in on the subject of your photograph, whilst viewing the image on the main screen.

14. SD CARD SLOT: When you buy games or movies for your Gizmondo™ Device they will come in the form of an SD memory card.

15. STEREO HEADPHONE SOCKET: Allows you to enjoy your Gizmondo™ Device without interruption.

16. USB SOCKET: In order that you can take full advantage of your Gizmondo™ Device, we have integrated a USB socket into the console so that you can plug your Device directly into your PC and use it in conjunction with Microsoft® ActiveSync.

17. POWER SOCKET: This allows you to charge your Device efficiently by connecting efficiently by connecting by connecting it directly to a mains power supply.

18. BATTERY COVER: An easy to remove cover to keep the battery protected.

Gizmondo was released in the United Kingdom on 19 March 2005, priced at £229. The Gizmondo was available from the Gizmondo flagship store on London's Regent Street, via Gizmondo's online shop, and other high-street and online retailers such as Argos, Dixons, Currys, John Lewis, although it was never clear how many units were actually introduced into those retail channels.

The SMS service of the Gizmondo enabled people to send messages by pre-pay Vodafone accounts bundled in with the device.

The Gizmondo sold 1000 units within an hour of launch. In April, a month after the initial release, the "Smart Adds" variant of the console was released with an RRP of £129.

Gizmondo was launched in Sweden in the late Summer of 2005, with both "Smart Adds" and normal units available. Rather than opening flagship stores, the manufacturer relied on established retailers such as Webhallen. "Smart Adds" were never enabled for the Swedish market, even though the technology "was there".

In the United States, the Gizmondo launched on October 22, 2005. Retail price was $400 for a unit without "Smart Adds", or $229 for a "Smart Adds" enabled device. It was available only at kiosks located in shopping malls throughout the U.S. (operated by National Kiosk, LLC, located in the western corner of North Carolina). Only 8 of the planned 14 games were ever released in the U.S., with no CoPilot GPS software, though the software was sold on the British site for a week or two. There was little to no advertising, and some of their advertising was even put in magazines of Nintendo Power. Plans to distribute the handheld through other retailers never materialized.

The company never recovered after the discovery of the criminal pasts of several executives in the company. To make matters worse, the company began circulating images of an improved Gizmondo before the console even went on sale in the US.

Some disinterested Californian customers passing by a Gizmondo in November 2005

Tiger Telematics announced a new Gizmondo model for release in Q2 2006. It was intended to have a larger, 4” widescreen screen and upgrades like Wi-Fi, TV-out support, an improved 480 × 272 pixel resolution, a 2-megapixel camera, and a 500 MHz processor. It also included tri-band GSM technology, effectively making it a mobile phone too. It also featured new icons on the buttons. The widescreen Gizmondo announcement may have prompted some potential customers to not buy the Gizmondo, and instead wait for the improved model, in an example of the Osborne effect.

The press release issued by Gizmondo Europe detailing the new model, reads;

“The WiFi and GSM Voice-enabled Gizmondo Widescreen had been kept under wraps as part of a multimillion-dollar R&D project. It was developed as a key component of an ongoing product roadmap that currently includes plans for a number of different devices, all of which feature the unique combined functionality of games, music, movies, messaging, a digital camera and GPS technology.

The Widescreen device will compliment the current Gizmondo, due to launch shortly in North America, and give entertainment hungry consumers more choice in terms of specification and feature sets, as well as an upgrade path, which will be detailed prior to the project release in the second quarter 2006.”

The Gizmondo WS strongly resembled the PSP and its existence angered existing owners because they felt they had bought the wrong machine and were going to be left out in the cold. American buyers were promised “an upgrade path” to the new system, but what this was never made clear.

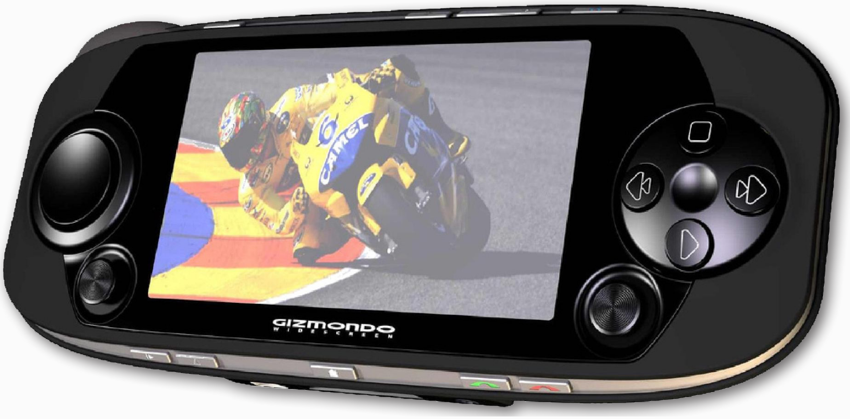
Tiger Telematics promised to show the device at CES 2006 in January; however, it never appeared there.

By February 2006, the company was forced into bankruptcy after amassing $300 million debt, and the Gizmondo stopped production. Weeks thereafter Eriksson was up to his old tricks and crashed a rare Ferrari Enzo driving at 260km/h in California, and was later jailed and subsequently deported for driving under the influence in connection with the crash and other criminal offenses.

Since then, the console has been cracked and the community, lead by GizmondoForums.com, have spent much time porting games, finding and releasing the console’s lost commercial games (Chicane: Jenson Button Street Racing, Sonic the Hedgehog, Colors, Carmageddon among others) and creating all-new games and applications as homebrew efforts.

TJOCK
STEFFE

In March 2015, the stage play Tjock-Steffe premiered in Sweden based on Erikssons life in the “Uppsala Mafia”, Gizmondo and the subsequent car crash that propelled him to global notoriety.



A mockup by Rick Dickinson (the designer of the first Gizmondo and the ZX Spectrum, among other things) of the Widescreen Gizmondo version. The console would feature analogue sticks and an aerial booster for the GPS.

VIDEOGAME CULTURE

MAY 2005

EDGE®

NINTENDO | SONY | MICROSOFT | PC | PORTABLE | COIN-OP | SET-TOP

HARDWARE OVERLOAD

Who will triumph in the handheld console war?

SONY
POWER
HOLD
SELECT
START
PSP
HOME
VOL
GIZMONDO

BEYOND HALF-LIFE 2

Why physics will be more important than graphics in the next generation

DEFINITIVE REVIEWS

God Of War, Wipeout Pure, Meteos, Lego Star Wars, Tekken 5, Enthusia

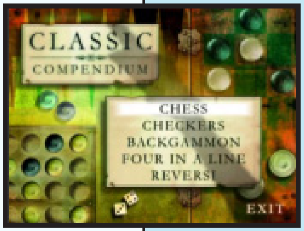
Commercial Gizmondo Games

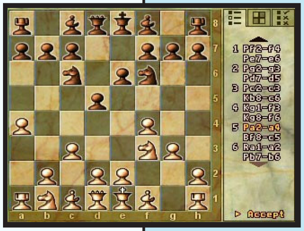
The Gizmondo launched in the United Kingdom with only one game, Trailblazer. The console launched in the United States with a line-up of eight titles, including Trailblazer. In addition to these eight, six others were released in Europe only. A further 30 titles were known to have been in development for the system, but all were cancelled before their release due to Tiger Telematics' bankruptcy. Also, all games released in North America were effectively launch titles.

Certain games were claimed to be capable of using "augmented reality", most notably the unreleased game Colors. The accessibility to purchase Gizmondo games was limited. In the United States, games were only available through a small numbers of kiosks located in shopping malls across the country. After Tiger Telematic's bankruptcy, the Gizmondo and its games were left without any proper marketing or distribution.

KIOSK DEMO CARD
CAN DO ANYTHING
WWW.GIZMONDO.COM
GIZMONDO
DEMO CARD
I CAN DO ANYTHING
PLAY.WATCH.LISTEN.COMMUNICATE
WWW.GIZMONDO.COM
GIZMONDO

Classic Compendium


CLASSIC
COMPENDIUM
CHESS
CHECKERS
BACKGAMMON
FOUR IN A LINE
REVERSI
EXIT



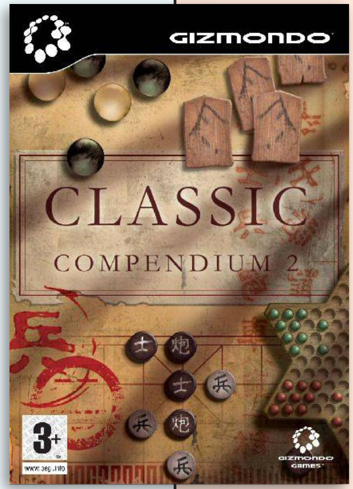
N P

Developer	AI Factory
Publisher	Gizmondo Games
Release date	(eu) August 9, 2005
Genre	Board game
Mode	1-2 Players

This is the first of two board game compilations released for the Gizmondo. It contains five traditional board games: Chess, Checkers (aka Draughts), Backgammon, Four in a Line (Connect Four or Plot Four) and Reversi (Othello). The games contains multiple AI opponents, each with their different play styles. The game has a ranking latter that players will work their way up. The graphic are 2D with an top down view.

GIZMONDO
CLASSIC
COMPENDIUM
3+

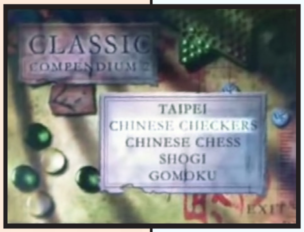
Classic Compendium 2

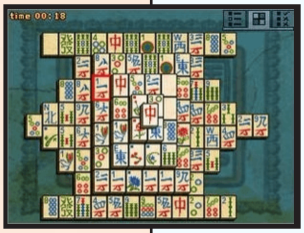

GIZMONDO
CLASSIC
COMPENDIUM 2
3+

Developer	AI Factory
Publisher	Gizmondo Games
Release date	(eu) October 14, 2005
Genre	Board game
Mode	1-2 Players

The second collection of board games has a more eastern approach than the first game. The games in this package are Taipei (Mahjong Solitaire), Chinese Checkers, Chinese Chess (Xiangqi), Shogi and Gomoku.

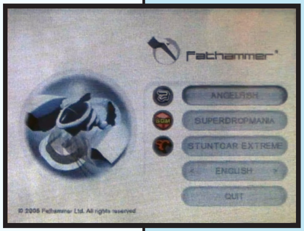
The game has 14 different opponents and 10 practice levels. Players can also get tips from the AI on how to play.

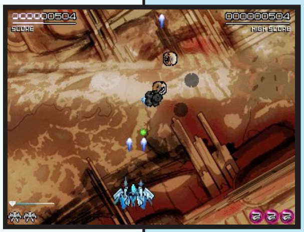

CLASSIC
COMPENDIUM 2
TAIPEI
CHINESE CHECKERS
CHINESE CHESS
SHOGI
GOMOKU
EXIT



P

Fathammer Classics Pack


Fathammer
ANGELFISH
SUPERDROPMANIA
STUNTCAR EXTREME
ENGLISH
QUIT



P

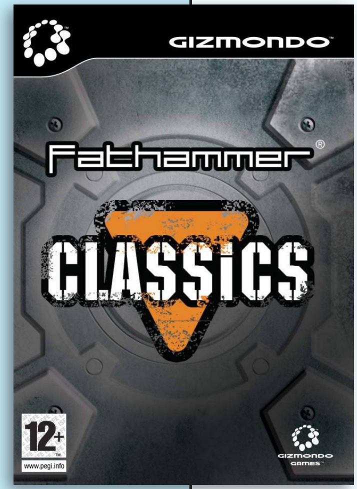
Developer	Fathammer, Ninai Games, Vasara Games
Publisher	Fathammer
Release date	(eu) March 19, 2005
Genre	Compilation
Mode	1-2 Players

This compilation contains three games by Fathammer:

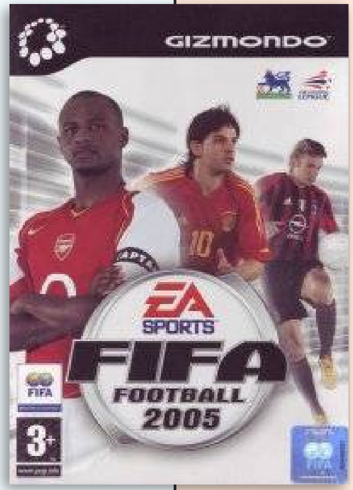
Angelfish, a traditional top-down shooter.

Stuntcar Extreme, a racing game with an early-’80s retro funk style.

Super Drop Mania, a falling block puzzle game.


GIZMONDO
Fathammer
CLASSICS
12+

FIFA Soccer 2005

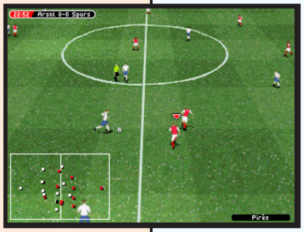

GIZMONDO
EA SPORTS
FIFA
FOOTBALL
2005
3+

Developer	Exient Entertainment, Electronic Arts Canada
Publisher	EA, Gizmondo Games
Release date	(eu) September 15, 2005
Genre	Sports
Mode	1-2 Players

FIFA Soccer 2005 includes a full 15-season Career Mode that gives players the chance to take a team from the lower divisions, battle through ranks, sign new players, and turn them into champions.

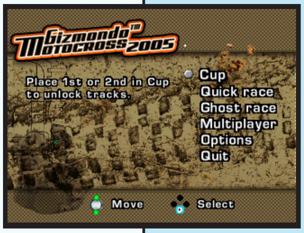
The game contains 18 leagues, 38 national teams and 11,000 real players. Players can also create their own player and take part in teams.

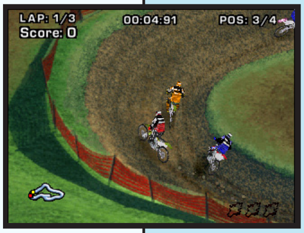
EA SPORTS
FIFA
FOOTBALL
2005
© 2005 Electronic Arts Inc. All Rights Reserved.



P

Gizmondo Motocross 2005


Gizmondo Motocross 2005
Place 1st or 2nd in Cup to unlock tracks.
Cup
Quick race
Ghost race
Multiplayer
Options
Quit
Move
Select


LAP: 1/3
Score: 0
00:04:91
POS: 3/4

N P

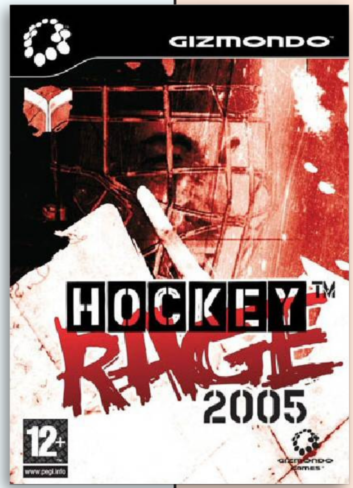
Developer	Housemarque
Publisher	Fathammer
Release date	(eu) April 20, 2005
Genre	Racing
Mode	1-2 Players

Gizmondo Motocross 2005 is a freestyle racing game with an isometric viewpoint.

There are nine bikes available and four game modes; Cup (eight track tournament), Quick Race (complete objectives, like winning without boosting, and finishing first after each lap, to unlock bikes), Ghost Race (compete against the best time) and Multiplayer (via Bluetooth).

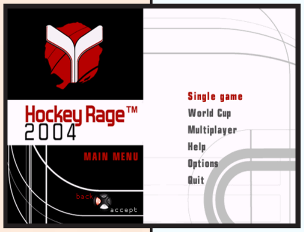
GIZMONDO
Gizmondo Motocross 2005
E

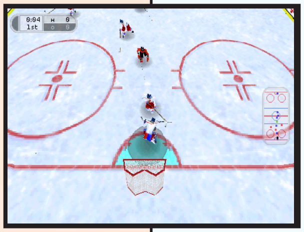
Hockey Rage 2005


GIZMONDO
HOCKEY RAGE 2005
12+

Developer	Chairman & Board
Publisher	Fathammer
Release date	(eu) April 26, 2005
Genre	Sports
Mode	1-2 Players

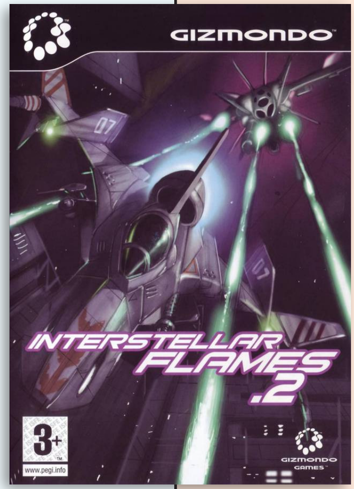
Hockey Rage 2005 is an arcade ice-hockey game where fighting is an integral part of the game. Players can tackle, hook, and cross-check their opponents. The game includes the options to set the difficulty and rules, so players can play in an anything-goes game or put restrictions on some of the more vicious moves. The game includes 16 of the national ice hockey teams, and each team features many of its popular players and stars.


Hockey Rage™ 2004
MAIN MENU
Single game
World Cup
Multiplayer
Help
Options
Quit
accept



P

Interstellar Flames 2


GIZMONDO
INTERSTELLAR FLAMES .2
3+

Developer	XenGames
Publisher	XenGames, Gizmondo Games
Release date	(eu) September 30, 2005
Genre	Shooter
Mode	1 Player

Interstellar Flames .2 is a fast-paced shooter where players find themselves as the last hope for an earth under attack by aliens.

The game has a several levels filled with alien ships and Boss battles with large enemy battleships. Some levels also involve asteroids and other natural obstacles players will have to avoid. Players can also pick up upgrades to their own fighter's weapons and shields.

INTERSTELLAR FLAMES .2

P

Pocket Ping Pong 2005

Pocket Ping Pong 2005
PRESS PLAY BUTTON

P

Developer	Netdol
Publisher	Fathammer
Release date	(eu) May 18, 2005
Genre	Sports
Mode	1 Player

The main mode is the Arcade mode, where players need to beat six players to win the league. Each character has offensive, defensive and special shots, and the viewpoint takes place in first-person.

Other modes include; Target Practice, Return Fire (hitting a certain number of balls at increasing speeds) and Nonstop Rally (keeping the ball in play for as long as possible).

GIZMONDO
Pocket Ping Pong 2005
12+

Point of Destruction

GIZMONDO
Pod
point of destruction
3+

Developer	Gizmondo Studios Manchester
Publisher	Gizmondo Games
Release date	(eu) August 5, 2005
Genre	Shooter
Mode	1 Player

Point of Destruction is a remake of the Arcade and Commodore 64 game POD. It was developed by the same team who did Trailblazer.

Players take control of the POD, a spherical spacecraft sent down onto the Power Grid to thwart an alien attack. Each enemy attack has players against the clock; withstand the onslaught until the clock runs out and move forward to the next wave.

N P

Richard Burns Rally

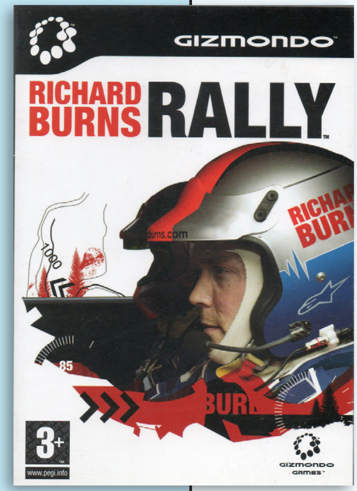
RICHARD BURNS RALLY
Quick Rally
Arcade
Driver Profile
Options
End Game
Select
Change

N P

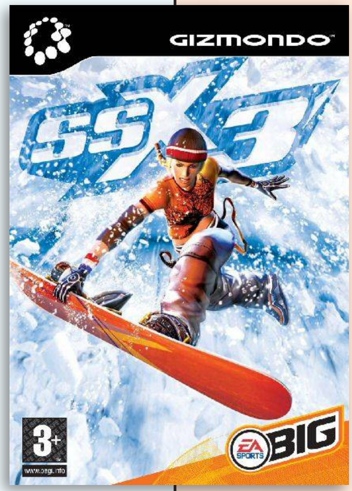
Developer	Gizmondo Studios Manchester
Publisher	Gizmondo Games
Release date	(eu) July 11, 2005
Genre	Racing
Mode	1 Player

In Richard Burns Rally, players can choose between three Rally Cars, including the WRX, a Toyota Corolla, and a Mitsubishi Lancer Evo. At the start of the game, players will have to go through Rally School, a tutorial where Richard Burns will help the player learn the basics.

The namesake for this game, Richard Alexander Burns, was an English rally driver who won the 2001 World Rally Championship.


GIZMONDO
RICHARD BURNS RALLY
3+

SSX 3


GIZMONDO
SSX 3
3+
EA SPORTS BIG

Developer	Exient Entertainment, Electronic Arts
Publisher	EA, Gizmondo Games
Release date	(eu) August 31, 2005
Genre	Sports
Mode	1-2 Players

SSX 3 includes several of the modes from the console version, including Conquer the Mountain (career mode where players earn cash to unlock tracks and upgrade stats), Single Event, Shadow Racing (race against the clock) and Multiplayer (head-to-head).

The packaging SSX3 came in used screenshots from the console version of the game on the back of the case.

P

Sticky Balls

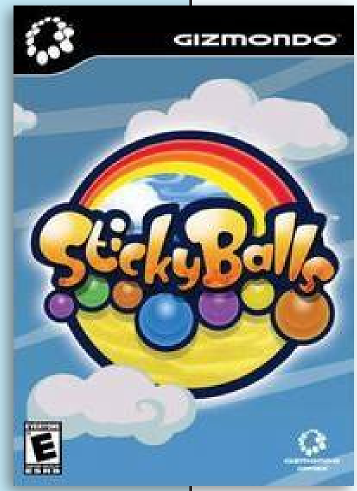
Sticky Balls
Press Play

N P

Developer	Gizmondo Studios Manchester
Publisher	Gizmondo Games
Release date	(eu) May 24, 2005
Genre	Puzzle
Mode	1 Player

Created by some of the same team members as Wetrix, this game is somewhat in the same vein as Billiards - players need to aim their shots and knock like-designed balls into each other to get them to stick to each other. Physics mean the cluster of sticky balls will be harder to maneuver in the puzzling stage lay-outs, but careful aim can chain bonuses with perfect shots.

"ign.com"


GIZMONDO
Sticky Balls
E

Toy Golf

Toy Golf
SINGLE PLAYER
MULTIPLAYER
OPTIONS
QUIT
COPYRIGHT (C) NINAI GAMES / FATHAMMER, 2005

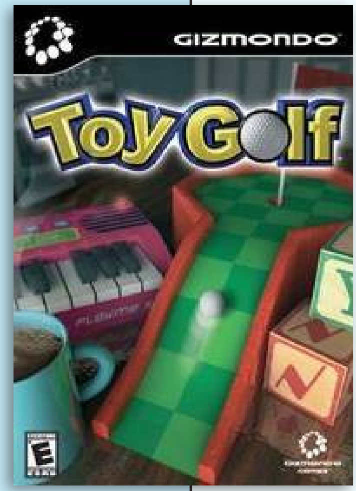
P1
5
7
POWER
91

N P

Developer	Ninai Games
Publisher	Fathammer
Release date	(eu) May 4, 2005
Genre	Sports
Mode	1-4 Players

Toy Golf is a mini-golf game in a house setting. Levels include the kitchen, study, living room and a number of other indoor locations. The game feature nine different courses and each of the nine holes per course sets a challenge that's well above par. It is also possible to use multiple camera angles to size up the shots and view angles.

The game have a Bluetooth-connected multiplayer mode.


GIZMONDO
Toy Golf
E

Trailblazer

GIZMONDO
TRAILBLAZER
3+
www.pegi.info

Developer	Gizmondo Studios Manchester
Publisher	Gizmondo Games
Release date	(eu) March 19, 2005
Genre	Action
Mode	1 Player

This is a remake of the original 8-bit game Trailblazer from Mr. Chip. This handheld version retains most of the feature from the original game but has "Tron-like" futuristic 3D graphics and new sound.

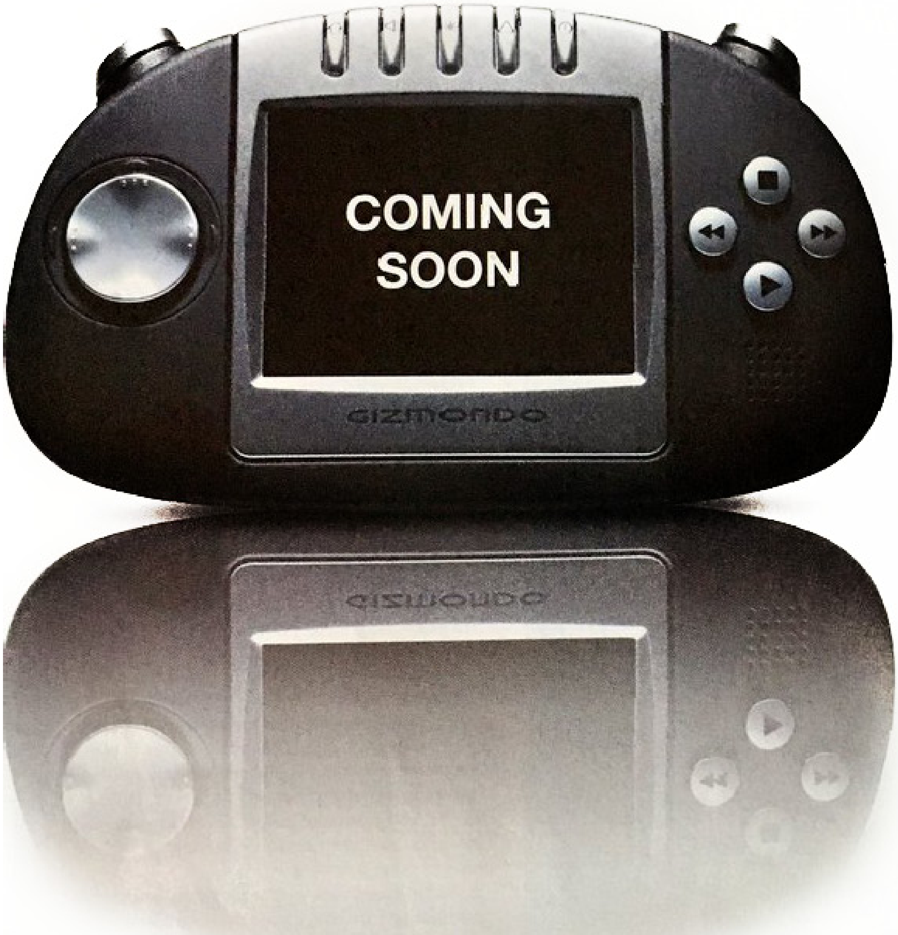
The game requires the player to direct a ball along a series of suspended passages. The game has 45 courses including 26 from the original game and these can be played in three different difficulties.

MAIN MENU
PLAY GAME
BEST TIMES
OPTIONS
EXIT TO OS
VARIOUS GAME MODES TO BEGIN YOUR TRAILBLAZE
ACCEPT

03
5.28
35.80
695

N P

GAMING
MUSIC
MOVIES
MESSAGING
GPS
CAMERA



400MHz Processor
128 Bit 3D Graphics Accelerator
3D Games Capability
Bluetooth 2 (Multiplayer Gaming)
Windows Media Player 9
Mpeg 4 Playback
MP3 Playback
Stereo Headset Socket
GPRS Class 10
Tri-Band GSM
Removable SIM card
WAP 2.0
SMS/MMS Send and Receive
Polyphonic Ringtones
Vibrate Mode
Jpeg Camera
320x240 Pixel TFT Screen
SD Card/MMC card
Mini USB Port
SiRF GPS
GPS Tracking Application
Satellite Navigation
Flight Mode
Removable Battery

I CAN DO ANYTHING

WWW.GIZMONDO.COM

GIZMONDO

Unreleased Gizmondo Games

Because of the sudden bankruptcy of Gizmondo, a lot of games were cancelled in the middle of production. Most games were planned for release in 2006. Around 30 games were in various stages of completion, with at least 6 games near completion, before being cancelled. Several was planned to use features such as Bluetooth, GPS, GPRS and the built-in digital camera.

In a statement by Tiger Telematic it said:
"Our goal is to deliver a broad spectrum of high quality games, canvassing all genres. Gizmondo owners will be spoiled with all the choices they will have for games entertainment, this in addition to the music and video content already available."

Carl Freer, co-founder and chairman;
"Announcing our 2005 catalogue of games today is testament to how seriously we're taking this challenge and a clear message that Gizmondo is synonymous with cutting edge entertainment,"

A few test and review copies were in circulation before they were shut down, and has since been released on the internet.

A lot of the information used on the pages containing unreleased Gizmondo games are taken from the book "Gizmondo - The Machine 2011" by Justin Castle. I highly recommend that you find this book online or in print, as it contains a lot more details and information on the history of the console than what you find in this PDF/book.

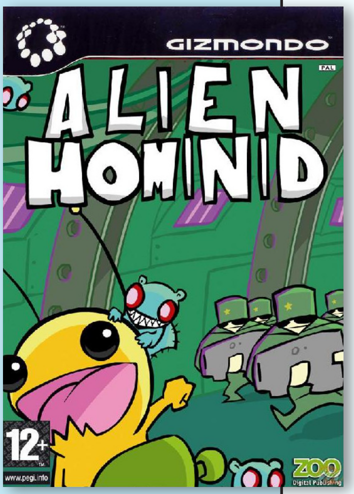
Alien Hominid

Developer	The Behemoth
Publisher	Zoo Digital, Gizmondo Games
Genre	Run and gun
Mode	1 Player

ALIEN
HOMINID
MILESTONE 4 BUILD
WORK IN PROGRESS!

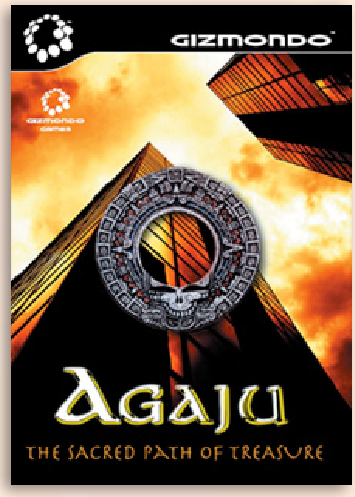
Alien Hominid is an independently developed run and gun game developed by The Behemoth. The game was developed from a Flash game originally released on Newgrounds in August 2002. It has since been released on a large number of consoles. Gizmondo was apparently one of them.

It looks like the game was in development for some time. A ROM of the game was released on the internet for users to download.



Agaju: The Sacred Path of Treasure

Developer	Gizmondo Studios
Publisher	Gizmondo Games
Genre	Adventure
Mode	1 Player



Agaju: The Sacred Path of Treasure is a cancelled video game for the Gizmondo.

Agaju was due to utilise the Gizmondo's "Augmented Reality and Gyroscopic Camera technology" - in which the camera would have been used to form the gaming environment. For example, if a player took a picture of a table, a video game character could then run across the surface of that table on the Gizmondo's screen. Some elements of this were showcased at the E3 2005 expo.

2005 Interview with Gizmondo president Eric Peterson and Gizmondo USA producer Rich Clayton;

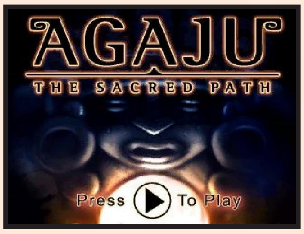
Eric Peterson;

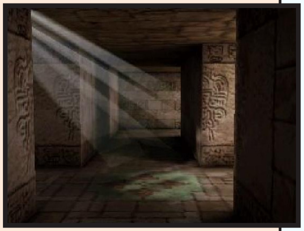
"We live in a world where PCs and new technologies isolate people. E-mails have replaced interacting with people. Online games have replaced sitting on the couch playing against friends. We want to build a community of gamers with Gizmondo that augments rather than isolates."

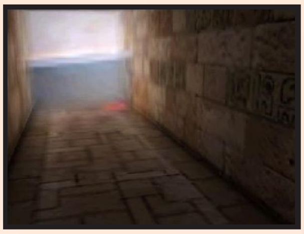
"Agaju" is like a real-world treasure hunt that blends video game missions and an original story. Gamers create a personal avatar on the 2.8-inch screen and then embark on a series of real journeys, guided by a helpful sprite. If you need to improve your health, for example, you'll have to physically go to a hospital; the GPS will know exactly where you are, and the game will reflect your achievement. If you need more knowledge, a trip to the library is in order. The adventure will take the better part of a year to complete, and gamers will be competing against hundreds of thousands of other players around the world for real prizes.

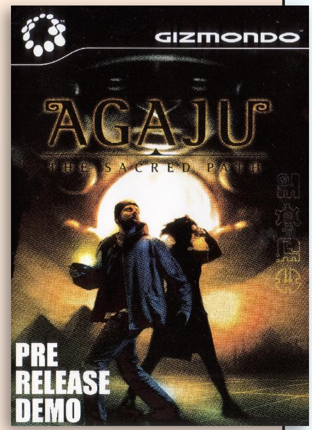
Rich Clayton;

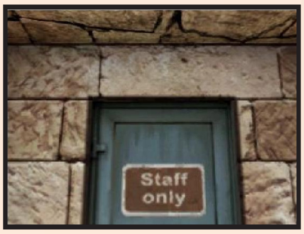
"The more you play, the better the prizes will become. The game has been designed to allow a gamer the opportunity, if played right, to win air miles that will allow him or her to travel to other locations to continue the game. By following the sacred path, it's possible to go on a global treasure hunt without paying for most of the expenses."

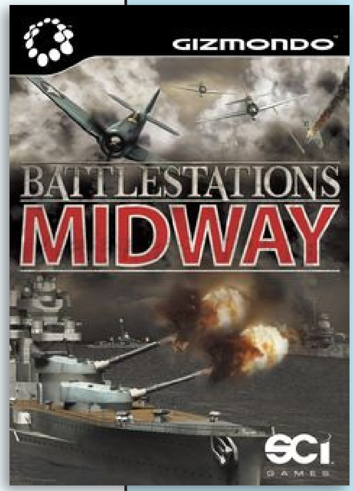






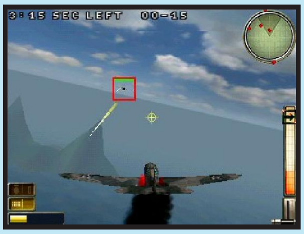


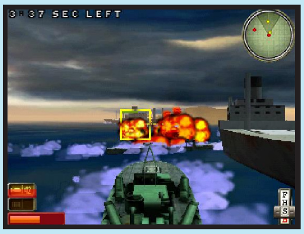




Battlestations: Midway

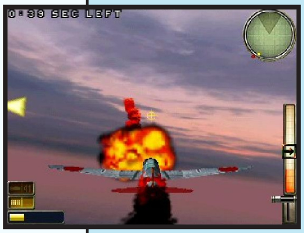
Developer	Eidos Hungary, SCi Games
Publisher	SCi, Gizmondo Games
Genre	Action, Real-time tactics
Mode	1 Player

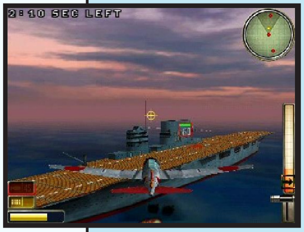




Battlestations: Midway is a a hybrid of action and real-time tactics. Developed by Eidos Hungary it was released on January 30, 2007 for the Xbox 360 and Windows.

The game feature large scale aerial and naval combat in a mix of action and tactical play. Players have direct control of dozens of warships, aircraft and submarines.





The game follows the story of naval recruit Henry Walker, whose first assignment as a gunner at Pearl Harbir.

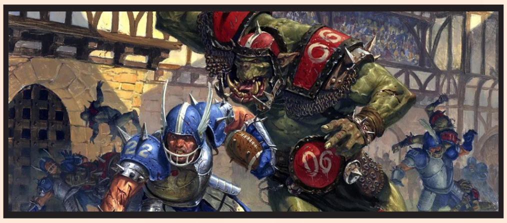
In April 2005, Gizmondo Europe confirmed, along with three other games (Total Overdose, Carmageddon and Conflict: Vietnam), that Battlestations: Midway would be developed in house by British publisher of entertainment software, SCi Games.

In an interview, Carl Freer said: *“SCi’s expertise, development record, and attention to the finest of detail will ensure these outstanding titles drive home our commitment to delivering top-of-the-line entertainment on the Gizmondo.”*

The game was thought to be very near completion, and was roughly 90-95% complete.

Blood Bowl

Developer	Cyanide
Genre	Sports



Blood Bowl is a fantasy football video game developed by Cyanide, loosely based on American football, and adapted from the board game of the same name, which is produced by Games Workshop, using the CRP ruleset.

The game was released for numerous systems, including the Nintendo DS, PSP and Xbox 360. A version for Gizmondo was also planned, but was never released.

Age of Empires

Developer	Gizmondo
Publisher	Microsoft, Gizmondo Studios
Genre	Real-time strategy

Age of Empires is a history-based real-time strategy game developed by Ensemble Studios and published by Microsoft, and released in 1997 for Windows, Windows Mobile and Macintosh.

The game allows the user to act as the leader of an ancient civilization by advancing it through four ages (the Stone, Tool, Bronze, and Iron Ages), gaining access to new and improved units with each advance.

Officials from Gizmondo Europe signed a contract with Microsoft Game Studios in late 2004, with the intention of bringing many of the company's titles to the system. One of the planned first three games to appear on the format would be Age of Empires, including MechAssault and the Rare-developed It's Mr Pants, and at least two more titles that would come from the deal at a later point.

The system runs Windows CE operating system, which may have explained in part the software willingness to support it.

Gizmondo Europe managing director Carl Freer;

"This deal strengthens the existing linkage between Gizmondo and Microsoft Game Studios. We welcome their enthusiasm and look forward to carrying the titles on our pocket-sized console. Our collaboration puts both Gizmondo and Microsoft Game Studios in a great position to meet all challengers in the handheld gaming market."

If Microsoft had decided to put significant resources behind the Gizmondo then, the device's future could have been a little more healthy than what would become of it.

It is not known of how far the development of the game was, or if it had started in the first place.

Casino

Developer	Hustler
Publisher	Hustler, Gizmondo Studios
Genre	Casino

Casino was one, along with 25 other, of the games announced in 2005 for release by Gizmondo. The game would be developed by Hustler, but the publishing deals had only been agreed in principle. It could be that the game never went beyond the planning state.

Bollox

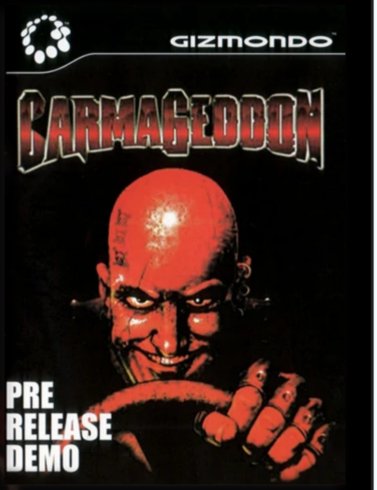
Developer	Gizmondo
Publisher	Gizmondo Games
Genre	Action

DRK note:

"I could not find a single scrap of information other than a mention of this game on Wikipedia and IGN. Apparently it's an action game developed and published by Gizmondo itself.
Also, Bollox is an alternate spelling to bollocks, which is an UK word for either "testicles", or "nonsense".

Carmageddon

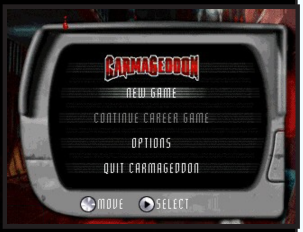
Developer	Stainless Games, Visual Science (?)
Publisher	SCi, Gizmondo Games
Genre	Vehicular combat, Racing
Mode	1 Player

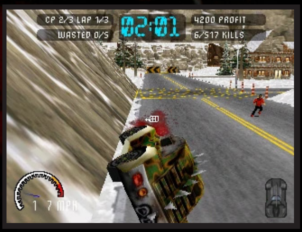

GIZMONDO
CARMAGEDDON
PRE
RELEASE
DEMO

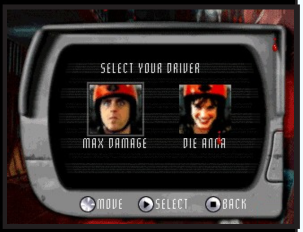
Carmageddon is a vehicular combat game released for PCs in 1997 and later ported to other platforms.

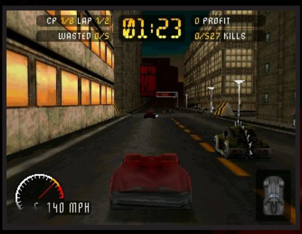
A port named Carmageddon TV was meant to be released as a launch title on the Gizmondo. Its existence discovered through a copyright application, the game was to be published by SCi, and developed by Stainless (although one source says it was in development at Visual Science). When the game was approximately 80-85% complete, it was cancelled due to the unpopular Gizmondo's demise.

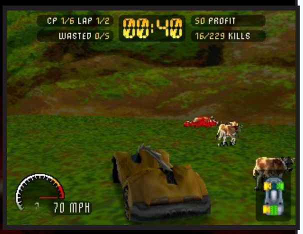
carmageddon.tv


CARMAGEDDON
NEW GAME
CONTINUE CAREER GAME
OPTIONS
QUIT CARMAGEDDON
MOVE
SELECT


CP 2/3 LAP 1/3
WASTED 0/5
02:01
4200 PROFIT
6/517 KILLS


SELECT YOUR DRIVER
MAX DAMAGE
DIE ANNA
MOVE
SELECT
BACK


CP 1/3 LAP 1/2
WASTED 0/5
01:23
0 PROFIT
0/527 KILLS
140 MPH


CP 1/6 LAP 1/2
WASTED 0/5
00:40
50 PROFIT
16/229 KILLS
70 MPH

The game was a faithful port of the PC original. The pre-release box art boasts that the graphics were in full 3D, and that the damage model and physics would remain intact. 25 racers would feature, and there would be 36 levels over five locations. The multiplayer mode was to have seven modes and three unique tracks. There were three save game slots. Interestingly, the demo was also a Blood version.

A pre-release demo was released to the press, and has subsequently been leaked to the Internet. This ROM can be tweaked to become functional on genuine Gizmondo hardware. By analysing the data within, one can see what was planned to be in the game.

Only one piece of media was officially released besides the title and demo - Mark Knight was a Sound Designer at Visual Science, and he released a short teaser trailer at the end of 2008. The trailer does not show any gameplay, just the SCi games logo, and it cannot be confirmed if it was created during the game's development.

In 2012, it was picked up and used in Carmageddon Funsize, seeing as it used a more up-to-date integration with their in-house engine. It required some tweaking though, because as the team found out, it was found to be largely untested.

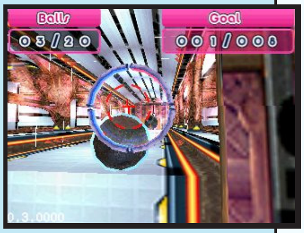
"carmageddon.fandom.com"

GIZMONDO
ball™ BUSTERS
3+

Ball Busters

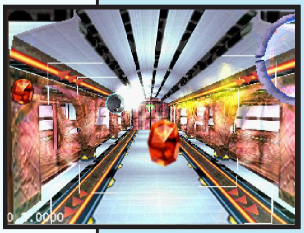
Developer	Netodl ltd.
Publisher	Fathammer
Genre	Sports
Mode	1 Player

NEW GENERATION VIRTUAL SPORTS
ball™ BUSTERS
©2005 NETODL CO., LTD.
PRESS PLAY BUTTON
0.3.0000


Balls
03/20
Goal
001/000

Ball Busters is set around a fast-paced future sport that plays like a game of squash, but the court has been replaced with difficult arenas much more challenging than the standard four walls in play.

Players must hit the ball past their opponents net to score a point. 2 player character can be chosen at the start of the game, with 4 more unlocked after completing challenges. The game feature 2 game modes; Arcade ad Quest.

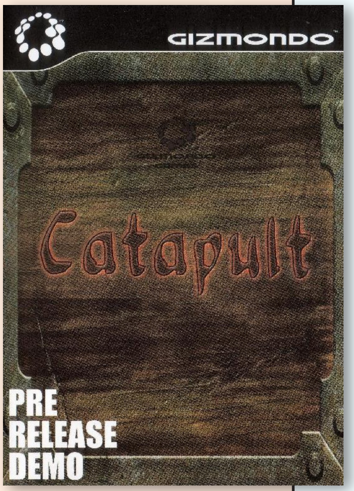


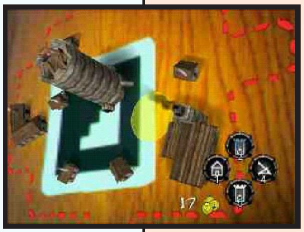
The game was estimated at being 95% complete, with only a few bugs and a 2-player bluetooth option missing. It was due out in November 2005.

"Gizmondo - The Machine - Justin Castle"

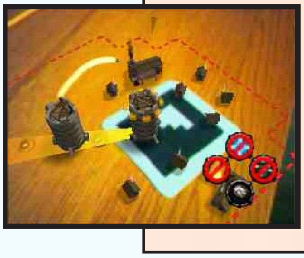
Catapult

Developer	Gizmondo
Publisher	Gizmondo Games
Genre	Action
Mode	1-2 Players


GIZMONDO
Catapult
PRE RELEASE DEMO



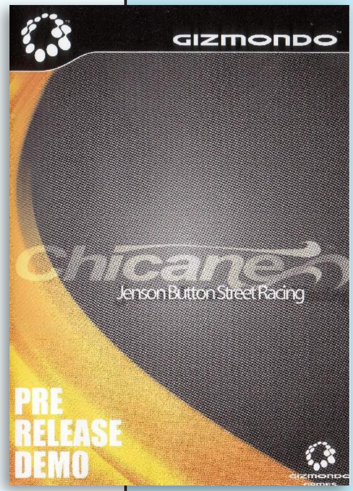
Catapult is a tactical action game played in augmented reality. Set in real-life build and combat phases, the player use the build phase to build towers, catapults and resource building. The combat have players try to destroy the opponents base with projectiles. The gameplay is similar to many games released on VR platforms today (2020).

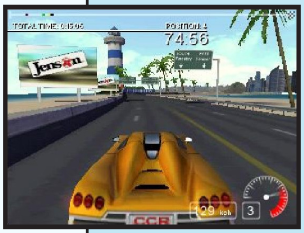


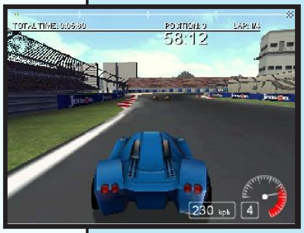
The game supports several game modes for both 1 and 2 players. Single player have a narrative campaign, single battles and random campaign games.

The version found online looks to be around 50-60% complete, but how far the game was complete is unknown.

"Gizmondo - The Machine - Justin Castle"


GIZMONDO
Chicane
Jenson Button Street Racing
PRE RELEASE DEMO
GIZMONDO GAMES





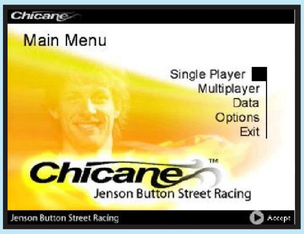
Chicane: Jenson Button Street Racing

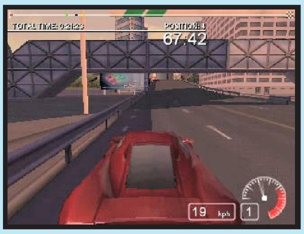
Developer	Gizmondo Helsingborg
Publisher	Gizmondo Games
Genre	Action, Real-time tactics
Mode	1-2 Players

This is licensed game based around the British Formula One driver, Jenson Button. He appeared on magazine adverts for the Gizmondo to promote the game, but it was never released due to a dispute with Tiger Telematics and the developer of the game.

Chicane would be a street racing game that lets players race on the streets of cities like San Francisco. The game would feature 8 cars, 8 city racing circuits, and 6 tracks. The game would have had several game modes, including arcade, challenge and time trials, including multiplayer over the bluetooth.

Chicane was roughly 95% compete and was only weeks away from being released. The game featured dynamic lightning with a 20-25 fps.


Chicane
Main Menu
Single Player
Multiplayer
Data
Options
Exit
Chicane
Jenson Button Street Racing
Jenson Button Street Racing
Accept

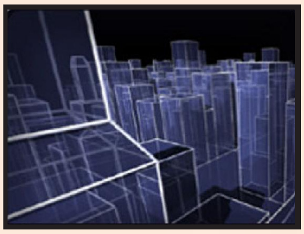


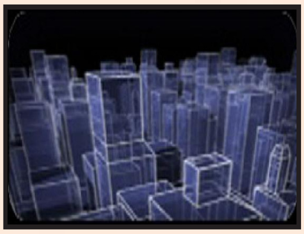
"Gizmondo - The Machine - Justin Castle"

City

Developer	Gizmondo
Publisher	Gizmondo Games
Mode	1 (-) Player(s)

City was originally one of the first games announced in early 2004 for the Gizmondo. The game was meant to be used with the GPS functionality.





It is not known how much of the game was complete, or if it was just designed as a tech-demo. No demo or Beta versions have been released online.

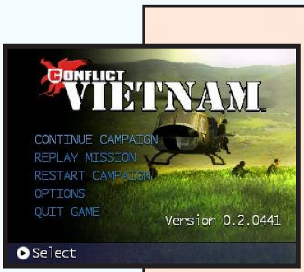
Conflict: Desert Storm II

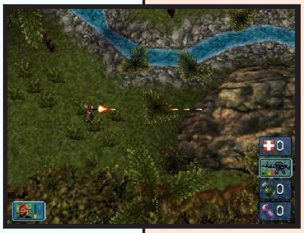
Developer	SCi, Pivotal Games
Genre	Tactical shooter

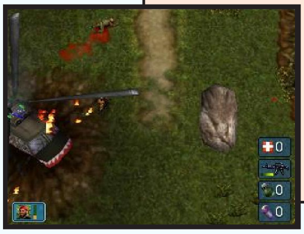
Conflict: Desert Storm II is a tactical shooter originally developed by Pivotal Games and released for Windows, PS2, Xbox and GameCube. It is the second instalment in the Conflict series.

GIZMONDO
CONFLICT
DESERT STORM II
SCi

Conflict: Vietnam


CONFLICT
VIETNAM
CONTINUE CAMPAIGN
REPLAY MISSION
RESTART CAMPAIGN
OPTIONS
QUIT GAME
Version 0.2.0441
Select

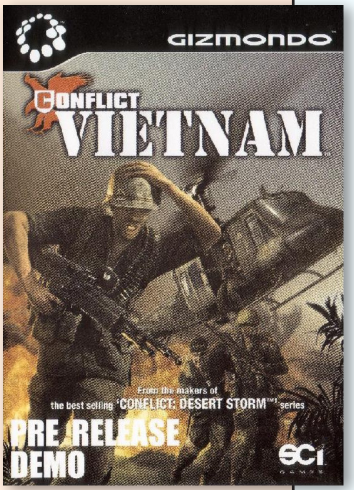


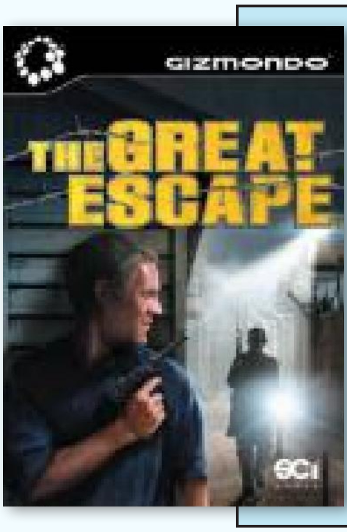


Developer	Coyote Development
Publisher	SCi, Gizmondo Games
Genre	Tactical shooter
Mode	1 Player

Conflict: Vietnam is a tactical shooter developed by Pivotal Games and 8bit Games and published by Global Star Software and SCi Games for PS2, Xbox, Windows, and mobile phones. It is the third instalment in the Conflict series.

The cancelled Gizmondo version is estimated to be 100% complete, with one of the devs of Coyote Developments saying the actual project was "completed" back in Winter 2005, and was due for release in November the same year.


GIZMONDO
CONFLICT
VIETNAM
From the makers of the best selling 'CONFLICT: DESERT STORM™' series
PRE RELEASE DEMO
SCi


GIZMONDO
THE GREAT ESCAPE
SCi

The Great Escape

Developer	SCi, Pivotal Games
Genre	Action-adventure, Stealth

The Great Escape is an action-adventure stealth game based on the 1963 movie of the same name. It was developed by UK-based developer Pivotal Games and released on Xbox, Windows and PS2.

The game, along with Conflict: Desert Storm II, was part of a deal with Gizmondo and SCi, where SCi would bring 12 games to the system.

Colors

Developer Indie Studio
Publisher Gizmondo Games
Genre Action-adventure
Mode 1 (-) Player(s)

Colors is an unreleased Gizmondo game that uses the console's GPS system to allow the player to play in the area where the player is located in real life, in the game.

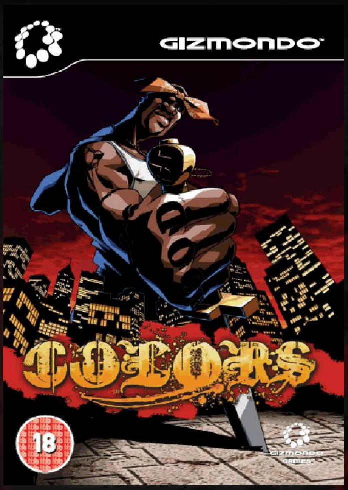
Colors was in production for 2 years and was intended to be the world's first GPS video game, but due to Gizmondo's bankruptcy, it was never officially released. However, the game was leaked and distributed online in 2008.

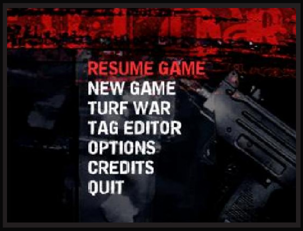
Gameplay in Colors is very similar to many popular third person shooter games, like Grand Theft Auto, Resident Evil 4, or Max Payne. Its targeting system is odd, in that players cannot manually target body parts like the head or arms, but instead, the reticle moves automatically, slowing down and becoming more precise depending on the player's movement.

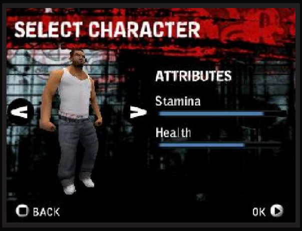
When players start the game, they are allowed to select a character. Other than differing in appearance, two stats are also presented, health, and stamina.

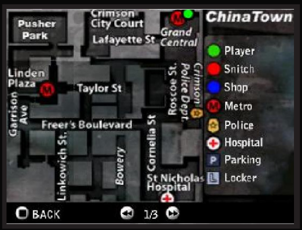
The game's weapon selection is split into different types. There are rifles, shotguns, pistols, and explosives, as well as some improvised weapons like nailguns. There are no melee weapons though, only ranged ones.

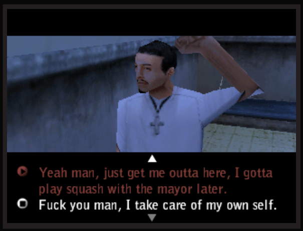
GIZMONDO
COLORS
16+


GIZMONDO
COLORS
18


RESUME GAME
NEW GAME
TURF WAR
TAG EDITOR
OPTIONS
CREDITS
QUIT


SELECT CHARACTER
ATTRIBUTES
Stamina
Health
BACK
OK


Pusher Park
Crimson City Court
Lafayette St
Grand Central
China Town
Linden Plaza
Taylor St
Garrison Ave
Freer's Boulevard
Linkowich St.
Bowery
Cornelia St
Roscoe St.
Crimson Police Dept.
St Nicholas Hospital
Player
Snitch
Shop
Metro
Police
Hospital
Parking
Locker
BACK
1/3



Yeah man, just get me outta here, I gotta play squash with the mayor later.

Fuck you man, I take care of my own self.

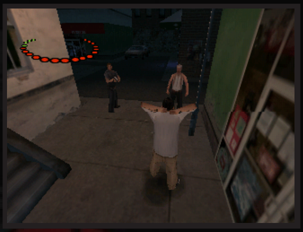
In the game, players can be caught by the police, which takes them to a prison cell with three people in it. Two of them offer to get them out at a price, while one will offer them to get out for free, but players must go through having sex with this prisoner. After that, they are transported to the hospital and are allowed to leave.

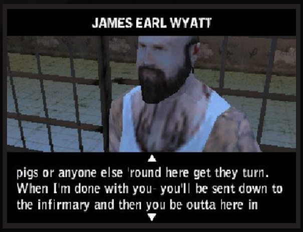
Crimson City itself is mostly free roaming, but divided into several small areas with loading screens. The locales in the game include a train station (where the game begins and ends), a China Town, a Little Italy, a Little Mexico, a junk yard, some docks, and an area that doesn't stick with a particular theme, but has a man players can buy C4 explosives from.

Overall, there are about forty missions in the game, and no main story, so all of them are self-contained stories of the character's services to multiple people. Each boss has their own, small story that is uncovered more, such as one female Spanish boss who is being followed around by a junkyard worker, and finally gets kidnapped by the worker, leaving the character to save her and kill him.

The game takes place in the fictional Crimson City. The game contains little to no story, the reason why the main character is in the city, nor are there any explanations as to why he begins to commit crimes. The player-character is simply introduced by a vague CG intro arriving by train. The people players work for range from a pimp in the stereotypical purple suit and hat, a corrupt police officer, a gamut of gangsters, and many criminals fitting stereotypes of their race.

During the game's missions, players are given jobs such as hiding drugs for a cop, removing someone's life support plug, getting high on drugs and chasing a man in a rabbit suit through a maze-like building.





JAMES EARL WYATT

pigs or anyone else 'round here get they turn.
When I'm done with you- you'll be sent down to
the infirmary and then you be outta here in

The game ends with the player leaving the city ambiguously as he came in. After beating the game, players are treated to being able to select a lot more character models to play as, including many of the denizens within Crimson City itself, such as the pizza seller, the drug rabbit, the gun dealer, Mr. Smith, who has some of the best stats in the game, and a medieval knight, which is never seen regularly in the game.

Gizmondo claims the game should take upward of 10 hours for the players to finish the story.

The game was nearly complete, missing a few features, including multiplayer mode called TurfWar, the GPS and GPRS features that they were finalising. It was only weeks away from release before it were cancelled.

On November 30, 2015, Carl Freer announced plans to re-release the game for iOS and Google Play.

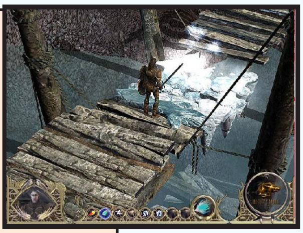
Fallen Kingdoms

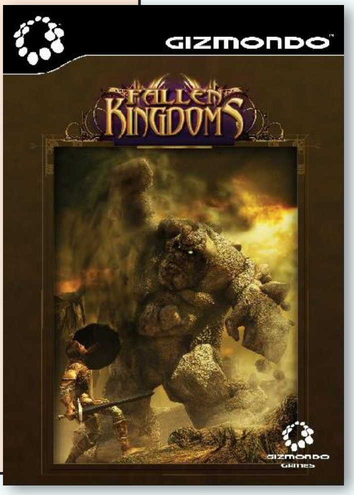
Developer	Warthog
Publisher	Gizmondo Games
Genre	Action role-playing
Mode	1 Player

Fallen Kingdoms is a cancelled western RPG that was in development in 2004-2005 by Warthog Games for PC, Xbox and later the Gizmondo.

The gameplay would have probably been something like Baldur's Gate, with real time combat and various quests to complete. The scenario would be interactive and the player could burn down trees and other combustible materials with fire magic or freeze water with ice magic.

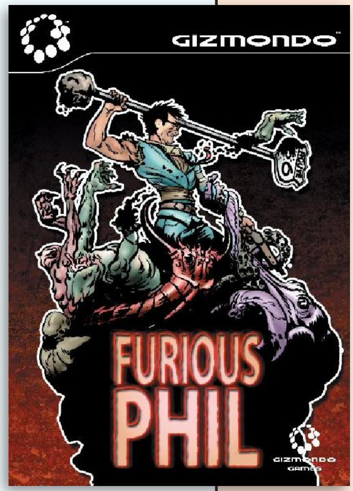
It is uknown on how long the Gizmondo project had come before it's cancellation.

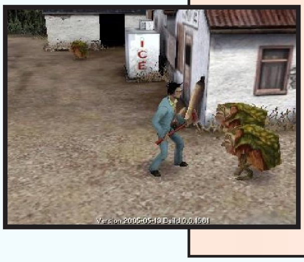




Furious Phil

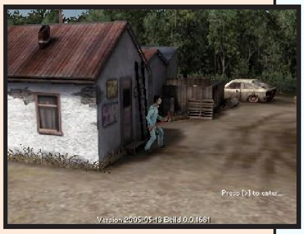
Developer	Gizmondo Studio Texas
Publisher	Gizmondo Games
Genre	Action-adventure
Mode	1 Player

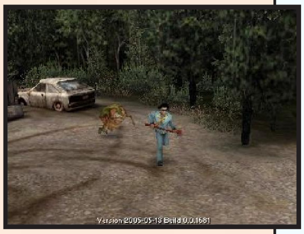


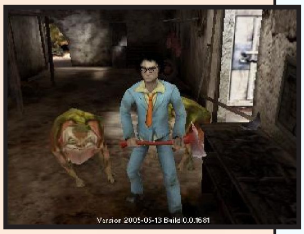


Furious Phil was supposed to be a third-person action adventure set like a 70's horror movie. The game takes place after the collapse of civilization and the player, as Phil, would have to fight, shoot and drive his way along the mutant infested Route 66 in order to reach his goal, as he sets out to get from Chicago to his home in L.A.

The game was showcased on E3 2005, with a demo for players to test out. The demo only contained a small area with a couple of buildings to go into, and a few monsters to fight with.



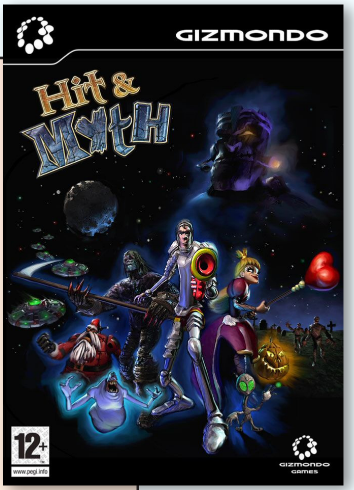




Hit & Myth

Developer	Gizmondo Studio Texas
Publisher	Gizmondo Games
Genre	Action role-playing
Mode	1 Player

Hit & Myth was developed as a fast-paced action RPG that would combine the gameplay of Smash TV and Gauntlet with the exploration and adventure elements of console RPGs like Baldur's Gate: Dark Alliance and Untold Legends: Brotherhood of the Blade.

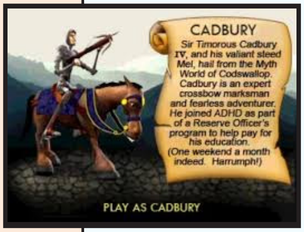


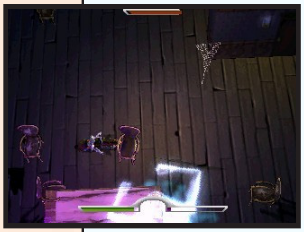
Hit & Myth would let players choose from four characters to play as; a horse-borne knight, a sasquatch, a leprechaun, and a female pirate. They are members of the ADHD (Arcane Department of Heroic Defence) and is tasked with battling against the elder demon Cthulhuhoop, who is attempting to conquer the various Myth Worlds and enslave their people. Players would be sent to a number of different environments in search of the Keystones of Kaos. These worlds include haunted mansions, a sci-fi world and a Christmas land.

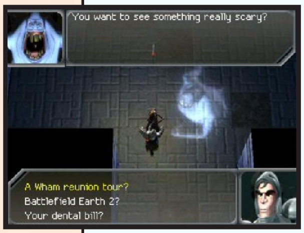
Hit and Myth was set to be released in the US before the end of 2005. Instead it was only available through one of the game's producers via an online auction site. Although mostly bug free, the game is missing a couple of levels that would have featured if the game was completed.

Even though this game never got an official release, it is still considered one of the best titles available for the console by many Gizmondo owners.

Hit & Myth
Press Play To Begin


CADBURY
Sir Timorous Cadbury IV, and his valiant steed Mel, hail from the Myth World of Codswallop. Cadbury is an expert crossbow marksman and fearless adventurer. He joined ADHD as part of a Reserve Officer's program to help pay for his education. (One weekend a month indeed. Harrumph!)




You want to see something really scary?
A Wham reunion tour?
Battlefield Earth 2?
Your dental bill?

Goal!

Developer	Factory 1
Publisher	Factory 1, Gizmondo Games
Genre	Sports

Goal is an action game, developed and published by Factory 1. The game was announced in mid-2005, along with 88 other titles, but the publishing deal for the game had only been agreed in principle.

Future Tactics

Developer	Gizmondo Studio Texas
Publisher	Gizmondo Games
Genre	Tactical shooter
Mode	1 Player

Future Tactics: The Uprising is a turn based tactical shooter developed by Zed Two and released on PS2, Xbox, GameCube and Windows. A Gizmondo version, called Future Tactics, was planned but cancelled after the bankruptcy.

Ghost

Developer	Gizmondo
Publisher	Gizmondo Games
Genre	Action-adventure
Mode	1 (-) Player(s)

Ghost is an action-adventure game, developed and published by Gizmondo Studios, which was cancelled before it was released.

Halos

Genre	First-person shooter

Halo: Combat Evolved is a first-person shooter originally developed by Bungie and published by Microsoft Game Studios as a launch title for the Xbox.

Apparently Gizmondo had promised users a Gizmondo-exclusive portable Halo title. It was not know if either a scaled-down version of the original game, or a new title in the series was planned.

Gizmondo did have an arrangement with Microsoft Game Studios planning to produce some titles, including the Age of Empires and MechAssault series, but Halo was not a part of that arrangement. A former-Gizmondo employee told GameSetWatch that the title had only *"a storyline and basic game structure at the very earliest stage of concept"* and that it was all done *"with a wink and a nudge to extract more cash out of the investors."*

Bungie also gave a statement on their website regarding the rumour; *"Microsoft does have a relationship with the handheld maker, but I can tell you right now the arrangement does not include Halo."* When Gizmondo was asked to comment on what Bungie wrote, they said; *"We can neither confirm nor deny that Halo is coming to Gizmondo."*

It is not known if the game reached development, without consent from Bungie, or if it was just a PR move from Gizmondos end.

The was another rumour, which started earlier, regarding Halo. That it would be ported to the GameBoy Advance.

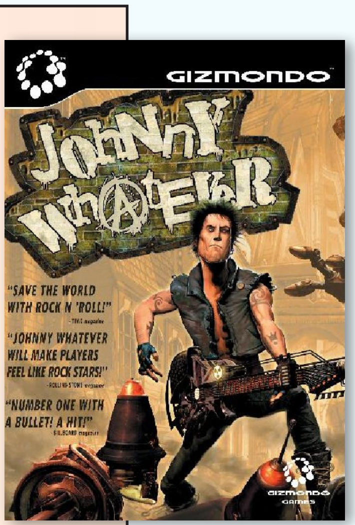
Johnny Whatever

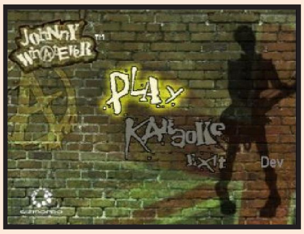
Developer	Gizmondo Studios Texas
Publisher	Gizmondo Games
Genre	Action
Mode	1 Player

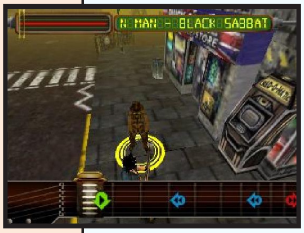
Johnny Whatever was announced on 20 July 2004 but was later cancelled. It was a planned rhythm game in a third-person environment, following a punk hero in a futuristic city who use his guitar as his weapon against villains.

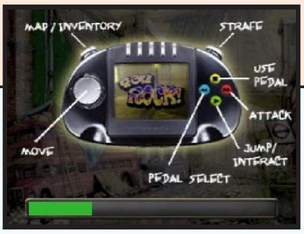
It started off in development for the PS2 and Xbox, but became a Gizmondo exclusive when the developer was purchased by Tiger Telematics. The game was scheduled for a September 2006 release.

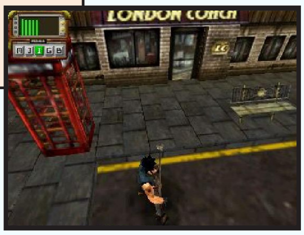
A demo for the Gizmondo was made, but it was never released. Upon liquidation of Tiger Telematics and their UK subsidiary Gizmondo Europe in February 2006, the ownership of Johnny Whatever was sold back to the CEO of Warthog Games.


GIZMONDO
JOHNNY WHATEVER
"SAVE THE WORLD WITH ROCK N 'ROLL!"
"JOHNNY WHATEVER WILL MAKE PLAYERS FEEL LIKE ROCK STARS!"
"NUMBER ONE WITH A BULLET! A HIT!"
GIZMONDO GAMES


JOHNNY WHATEVER
Play
Karaoke
Exit
Dev


N MAN - BLACK SABBAT


MAP / INVENTORY
STRAFE
USE PEDAL
ATTACK
JUMP/ INTERACT
PEDAL SELECT
MOVE


LONDON COACH

It's Mr. Pants

Developer	Factory 1
Publisher	Microsoft, Gizmondo Games
Genre	Puzzle
Mode	1 Player

It's Mr. Pants is a puzzle game developed by Rare. It was published by THQ for the Game Boy Advance in 2005.

The game stars Mr. Pants, a crudely drawn mascot formerly featured on Rare's website and Boggy the Polar Bear's TV in Banjo-Tooie.

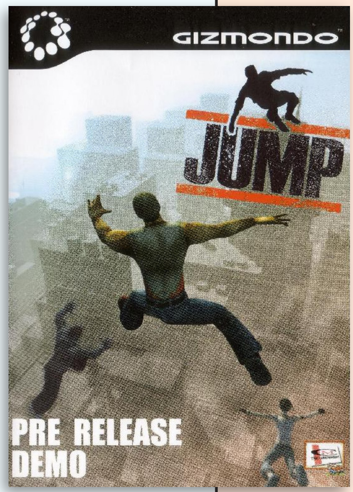
The game was in development for the Gizmondo, but was cancelled due to the console's failure.

L.A. Rush

Genre	Racing

L.A. Rush, known as Rush for the PSP version, is an open world racing game developed by Midway Studios – Newcastle and released for PS2, Xbox, Windows and PSP. It is the fourth and final instalment in the Rush series.

The game was originally planned to be available on Gizmondo, but got cancelled on February 6, 2006, due to the discontinuation of the console.

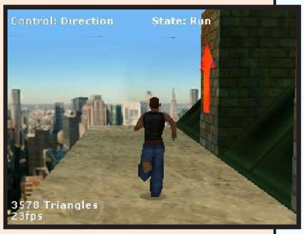


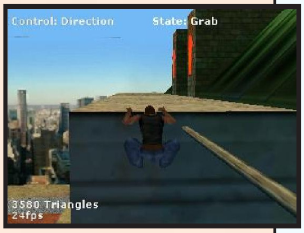
Jump

Developer	Codemonkeys
Publisher	Gizmondo Games
Genre	Racing, Action-platformer
Mode	1 Player

Jump is based on ‘freerunning’. It require players to leap across buildings while racing against others through the inner city. While jumping, players can do tricks for a score boost.

After abandoning the Gizmondo market, Codemonkeys apparently finished the title for the PSP.





“Gizmondo - The Machine - Justin Castle”

Rayman

Developer	Ubisoft
Genre	Platformer

Rayman is a side-scrolling platform game. As the first instalment in the Rayman series, the game follows the adventures of Rayman, a hero who must save his colourful world from the evil Mr. Dark.

The game was originally developed and published by Ubi Soft for the Atari Jaguar in 1995. The game have since had numerous ports, ranging from MS-DOS, GameBoy Advance to iOS.

In April 2005, Gizmondo announced that they had signed several game titles with Ubisoft. The first title confirmed under the deal was Rayman.

Rayman would be converted externally for the console and would take advantage of the device’s Nvidia 3D graphics accelerator.

In the announcement, John Parkes, EMEA marketing director at Ubisoft, said: *“Gizmondo has a feature-rich product with ambitious plans that will invigorate the handheld gaming sector. We’re delighted that our Rayman franchise will be making its debut on this new format, and look forward to exploring further partnerships in the near future.”*

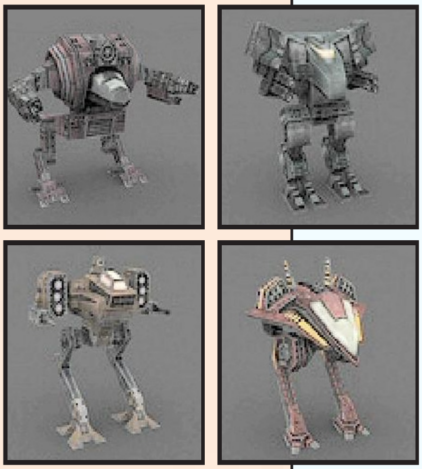
Carl Freer added: *“All of the titles we’ve signed have enormous appeal to our core demographic and will look great on the Gizmondo. We’re delighted to be announcing Rayman today, and look forward to releasing details of the other titles we have under wraps.”*

MechAssault

Developer	Gizmondo
Publisher	Microsoft, Gizmondo Games
Genre	Action role-playing

MechAssault is a Action shooter released for the Xbox in 2002.

MechAssault was one of the games by Microsoft that was planned for a Gizmondo release. No actual screenshots have surfaced for the title other than a proof of concept that shows some of the mechs from the game. The game was planned to contain a 4 player wireless multiplayer mode.



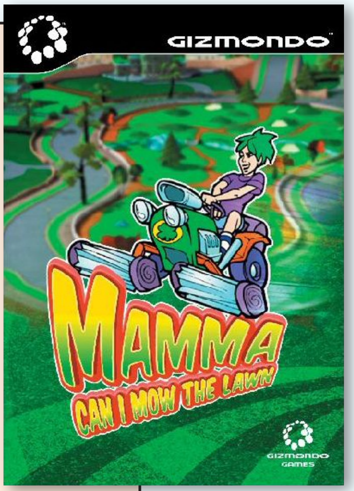
Momma Can I Mow The Lawn

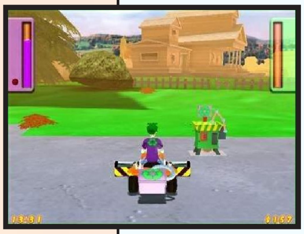
Developer	Gizmondo Studios Texas
Publisher	Gizmondo Games
Genre	Action-adventure
Mode	1 Player

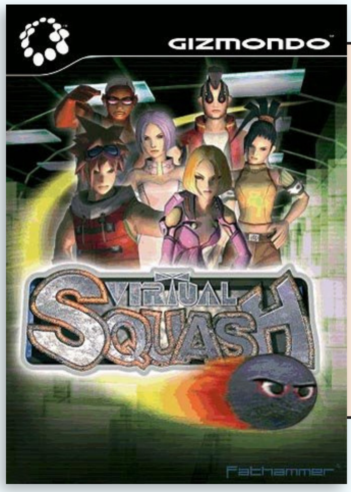
Momma Can I Mow The Lawn started off in development for formats such as the PS2, but moved to the Gizmondo after the Tiger Telematics bought Warthog Games.

An article from GamesAsylum.com reads: *"It's a driving title in which the vehicle of choice is a ride-on lawn mower. Why? Because you've found a machine which can convert grass into fuel which you can get money for. There are various places to mow, and various things trying to stop you, including gnomes which come alive at night."*

It is unlikely that the Gizmondo port got very far as a release date was never set. *(the screenshot is from the PC version).*







Virtual Squash

Developer	Fathammer
Genre	Sports

Virtual Squash was in development by Fathammer. It would be based on the sport Squash.

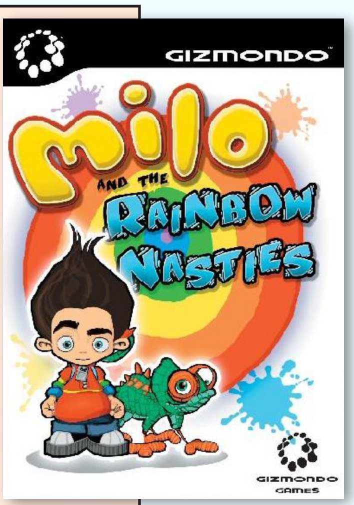
Milo and the Rainbow Nasties

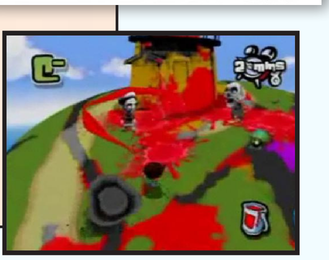
Developer	Gizmondo Studios Texas
Publisher	Gizmondo Games
Genre	Action-adventure
Mode	1 Player

Milo and the Rainbow Nasties would be an action adventure title where players would assume the role of a young boy named Milo who, with a little help from his pet chameleon, must restore color to a grayscale world.

Originally the game was in development by Warthog Games for the Xbox, PS2, PC and GameCube, but then it became a Gizmondo exclusive, until its final cancellation.

It is not known of how far the Gizmondo version had come, since no demo or screenshots have been released. *(the screenshot is from the PC version).*





Verbier Ride

Developer	JoWooD Entertainment AG
Publisher	JoWooD Entertainment AG
Genre	Action-adventure

A game based on the Verbier Ride freeskiing event was in development at some time. The game would let players race against skiers in a variety of alpine events.

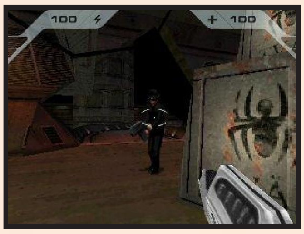
Gizmondo gained a sponsorship deal with Verbier Ride. The 2005 sponsorship package included extensive branding on the course, on freeskiers vests, and the opportunity to demonstrate the Gizmondo device. Apparently the GPS and multi-media entertainment functions were a big hit, as well as the device's ability to withstand a skier's 'active' lifestyle.

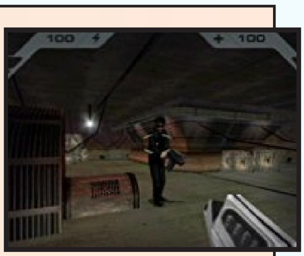
This would be the first game based on the sport, and was originally due to be released late 2005.

Warren Smith, Event Director, Verbier Ride, said in an interview at the time: *"We believe that it is important to encourage the development of our up-and-coming athletes, and to give them the exposure and experience they need to maximise their talents. Gizmondo as a brand is a perfect reflection of our audience and sport community. We were delighted to have them onboard as main sponsor."*

Carl Freer added: *"The event has proven a massive success for the organisers, and Gizmondo as the sponsors. We would like to congratulate all that took part, and look forward to releasing a Verbier Ride game that reflects the excitement and adrenalin rush of the sport itself."*

SpeedGun Stadium





Developer	Fathammer
Publisher	Fathammer
Genre	First-person shooter
Mode	1 Player

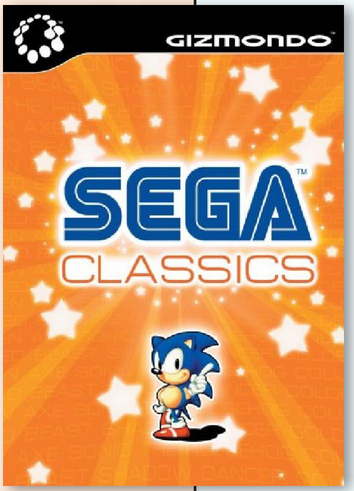
Speedgun Stadium was supposed to be an “Arena Shooter” similar to Quake 3. In the game, players would take part as a contestant in a violent TV show. Armed with a force field and a firearm, the contestants would have to battle each other in different mazes and arenas, with the goal of getting the highest kill-count.

The developers, Fathammer, decided to drop development of the game, probably due to the amount of recording it would take for the newly added nVidia GPU.

“Gizmondo - The Machine - Justin Castle”

Sega Classics Pack

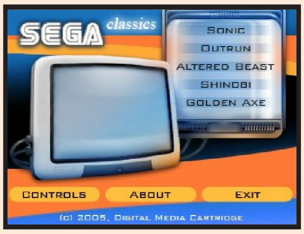
Developer	Mobile Wizardy
Publisher	Gizmondo Games
Genre	Compilation
Mode	1 Player

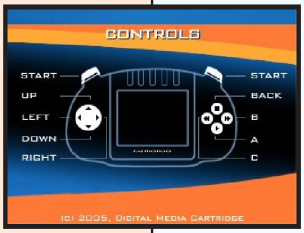

GIZMONDO
SEGA
CLASSICS

This would be a compilation pack of 5 different Sega games; Sonic the Hedgehog, Altered Beast, Revenge of Shinobi, Golden Axe and Outrun.

The title was first announced at the CES show in Los Angeles in early 2005. Most of the people walking by thought it was an emulator, but the next day it was announced that Gizmondo had a deal with DMC to bring the MegaDrive titles to the Gizmondo.

The title was said to be near completion and was only waiting for the license from Sega to go along with the release. Though for some reason, the project halted the release and was ultimately cancelled.


SEGA classics
SONIC
OUTRUN
ALTERED BEAST
SHINOBI
GOLDEN AXE
CONTROLS
ABOUT
EXIT
(c) 2005, Digital Media Cartridge


CONTROLS
START
UP
LEFT
DOWN
RIGHT
START
BACK
B
A
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(c) 2005, Digital Media Cartridge

“Gizmondo - The Machine - Justin Castle”

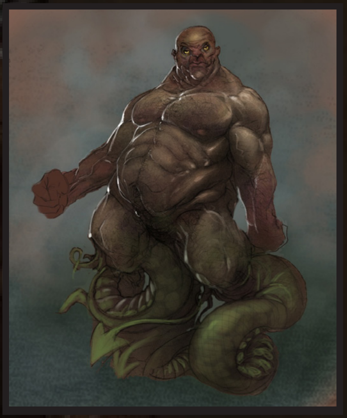
Supernaturals

Developer	Gizmondo Studio Manchester
Publisher	Gizmondo Games
Genre	Action-adventure
Mode	1 Player

GIZMONDO
Supernaturals

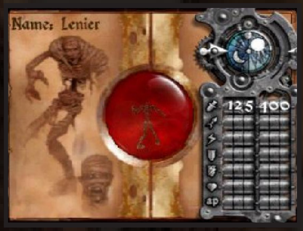
Supernaturals was supposed to be a GPS-enhanced turn-based strategy RPG based around a clandestine Victorian-era monster-hunter group.

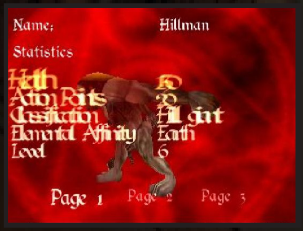
The player was to play an agent of a secret organization dedicated to the capture and study of supernatural creatures. The creatures themselves are all based on popular myths and legends, such as Victorian-era favorites like the faerie-folk to popular cryptids such as the Loch Ness Monster and Bigfoot.



As a senior field agent, it's the player's job to follow leads on monster sightings and, if possible, capture any of them alive and bring them back to HQ for analysis. Missions tended to be based around one "boss" monster, the source of the sighting rumors, with several recurring "lesser" monsters appearing as random mobs throughout.

Captured monsters could then be used in battle for future missions, similar to Pokémon or the Megami Tensei games. As the player captured monsters, they could also unlock new features back at the organization HQ, such as a training simulator created by mystical energies or new equipment for the player character.

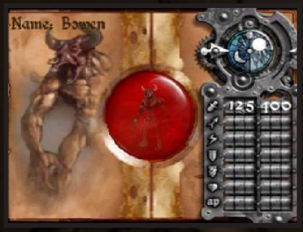




Name: Hillman

Statistics

Health 50
Action Points 20
Classification Hill giant
Elemental Affinity Earth
Level 6



Battles took place on a Final Fantasy Tactics style grid where two sides would take turns to fight each other in a single enclosed space, randomly selected from a group of pre-generated maps. The agent is the only human unit - the allies being previously captured monsters - and his/her death would be an immediate game over.

The GPS function in Supernaturals was to be a "frequency bonus" for some of the rarer monster types. Depending on where the player was while playing the game - such as a city street, the countryside or on the ocean (if one were traveling) - certain rare creatures would appear far more often. Moreover, certain "uniques" would only appear in specific regions of the world, prompting a global online community trading their "local" monsters for exotic rarities from across the world. Using an example above, Bigfoot might appear frequently for American and Canadian players and very rarely if at all for players in other countries.

However, the extent of this feature was not fully realized before Gizmondo shut its doors and halted progress on all games in development. The game was roughly 50% complete.

"giantbomb.com"

Worms World Party

Developer	Team 17
Publisher	Gizmondo Games
Genre	Action, Strategy

Worms World Party is a 2D artillery turn-based tactics video game developed by Team17 and first released for PC in 2001.

The Gizmondo version was announced in early 2005 and had a expected release in 2006. The game was being converted in-house by Team 17 themselves.

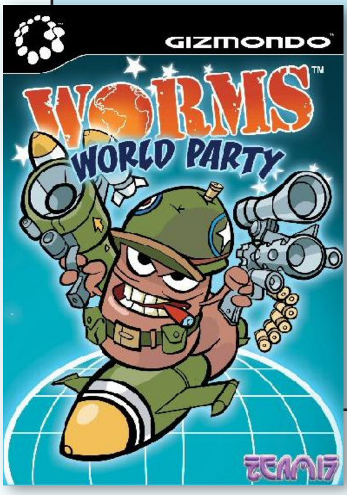
No screenshots or video has ever surfaced, however, some quotes from the press release remain.

Team 17's Commercial Director Debbie Bestwick;

"The Gizmondo version of Worms World Party is the perfect extension to the Worms franchise, and the potential for wireless multiplayer is extremely exciting."

Carl Freer, Managing Director, Gizmondo Europe, added:

"The Worms series is one that has performed consistently well on every format that it's appeared on. We believe that a Bluetooth multiplayer addition will offer a significantly new experience for Gizmondo owners."



Tomb Raider

Genre	Action-adventure

Apparently, Eidos was working on a port of the PlayStation 1996 game, Tomb Raider. It is not known if the game went beyond the planning stage.

Because of the sudden demise of the console, a large number of games were cancelled.

These are some of the titles which was either a rumour, in development, or was just an idea that never left it's initial planning stage;
Total Overdose, released on consoles, had a planned Gizmondo release by SCi in 2006.
Constantine, released on consoles, was rumoured to get a release.
Highlander was rumoured.
The Italian Job, released on consoles, was rumoured.
Reservoir Dogs, released on consoles, was rumoured.
Roll Call was also a rumour that went around the gaming websites.
Race was *("as far as I know")* a unknown game listed for release.

Emulation

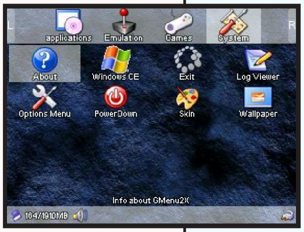
A large number of homebrew, commercial Windows CE and PPC game are available to play on the Gizmondo.

A firmware running an unsigned code let the Gizmondo run emulation of older machines. Firefly's Launcher is most common method of "jailbreaking" (removes restrictions on the device) the console. 'GizMenu' is a popular file launcher users can use to install different games not intended for the console.

Emulators can be found on the different Gizmondo fan sites online. Some of the emulators include; GameBoy, MAME, ScummVM, Sega Mega-CD and PlayStation (with a slower speed).

Users can choose from different menu designs, but is also possible to download other designs from the internet if users have jailbreaked their system.

Other useful software apps users can obtain by jailbreaking the console include image viewers, music trackers and PDF readers.


applications
Emulation
Games
System
About
Windows CE
Exit
Log Viewer
Options Menu
PowerDown
Skin
Wallpaper
Info about GMenu2X
164/1910MB

GizMenu running on the Gizmondo

CONFIDENTIAL
TOP SECRET
007

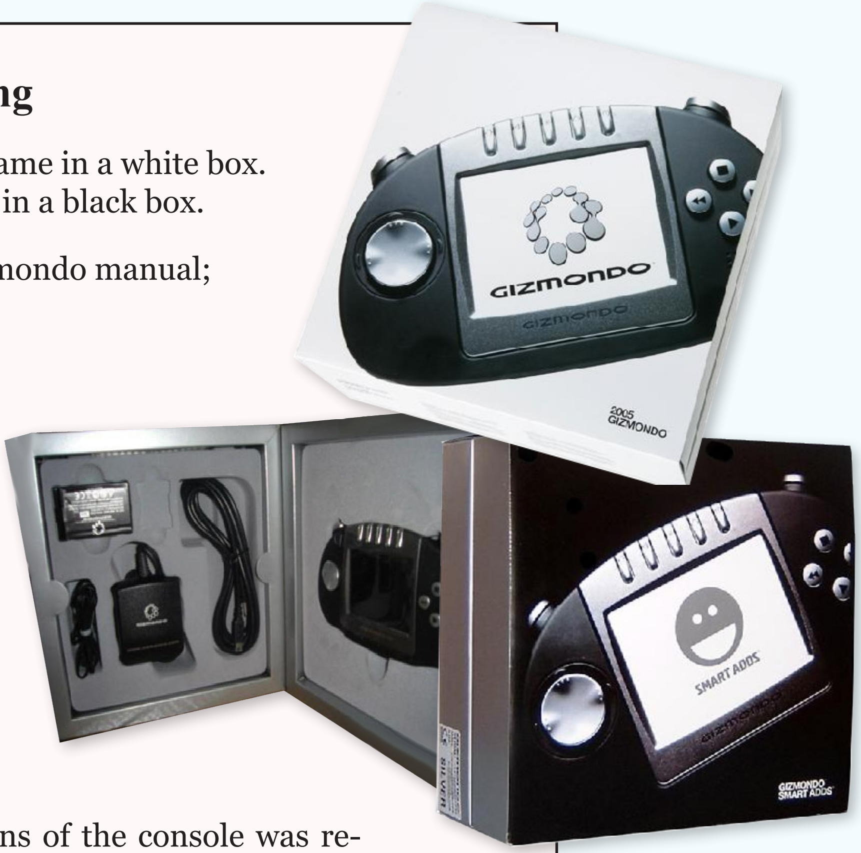
Different menu designs

16TH/16
TIME
46
SPEED
274km/h
AMIGA
V1.3
GIZMONDO
Lower Prutfingford
Central
Prutfingford Mines
Sep 1963
$205,564
SCORE
1539
LEVEL
0
LINES
6

Console Packaging

The first Gizmondo release came in a white box. The smart-add version came in a black box.

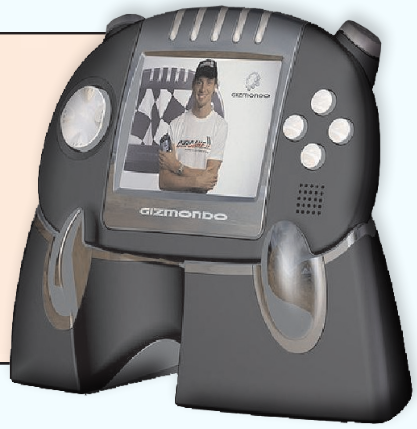
Pack Contents, from the Gizmondo manual;
- Gizmondo Device
- Device charger
- Battery
- Gizmondo Quick Start User Guide
- CD-ROM featuring the in-Depth User Guide
- SIM Card. We have prowided you with a Vodaphone pre-pay SIM Card.
- Stereo Headphones
- USB cable
- SD Card.



Two different colored versions of the console was released. One came with a silver bezel, which was the most common. And another came with a black bezel, which was released a couple of months after the launch.

Gizmondo Stand

This is a mockup of what was supposed to be a stand for the console. It was designed to hold the Gizmondo whilst watching a film, among other things.



Accessories

GIZMONDO
2 WAY HEADSET
GIZMONDO

The system received a lot of accessories, compared to how little it was in stores.

Most, if not all, accessories for the system came in the same box design with a clear window within the Gizmondo bubble logo.

Most of this information was written with the help of the book, “Gizmondo - The Machine” by Justin Castle.

AC Adaptor

£19.99
Replacement charger for the gizmondo.

GIZMONDO
www.gizmondo.com

Premium Battery

£34.99
1800mah replacement battery. It also came with a new battery cover and a wrist strap.
150 hours stand-by.

USB Cable

£9.99
Replacement 1.75m USB cable that came with the Gizmondo. It is used for connection to a computer.

Standard Battery

£24.99
1100mah replacement battery.
80 hours stand-by.

GIZMONDO
MADE IN THE U.K.

Car Charger

£9.99
Cigarette adaptor for use in car.

Memory Card

64MB - £14.99
128MB - £24.99
256MB - £44.99
512MB - £74.99

128Mb SD CARD
256Mb
512Mb
GIZMONDO

The “official” Gizmondo memory cards retailed for roughly the same price compared to other brands. Gizmondo had plans to release 1GB and 2GB memory cards in time for the US console launch date, but this never materialised.

In-Car Cradle Kit

£39.99

This was designed to be attached to the windscreen and connected to the supplied in-car charger.

It was used with the Sat-Nav and included an extended GPS aerial for improved signal.

GIZMONDO
GIZMONDO

Cases

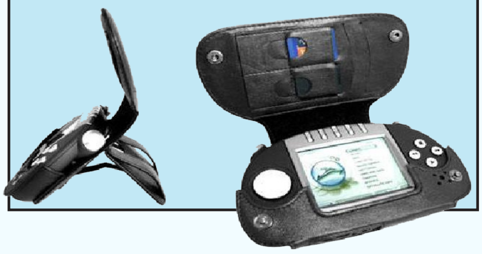
£29.99, £9.99

Two official cases was released for the console.

Nuevo Leather Case

£29.99

This is a case which was designed to be attached to the system while in use.



Headphones

Two Way Headphones

£29.99

These headphones have booth tweeters and woofers in each earpiece.

Wraparound Headphones

£19.99

Cheaper headphones.

Premium Headphones

£19.99

Over the ear headphones.

SD Card Reader/Writer

£19.99

It is possible to read and write to a SD card through the Gizmondo, but a separate SD card writer is faster.

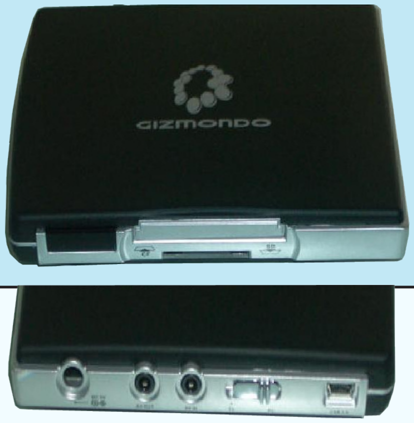
GIZMONDO
SD
CARD READER
SSK-SD-0411

SD Card Recorder

£79-99 (unreleased)

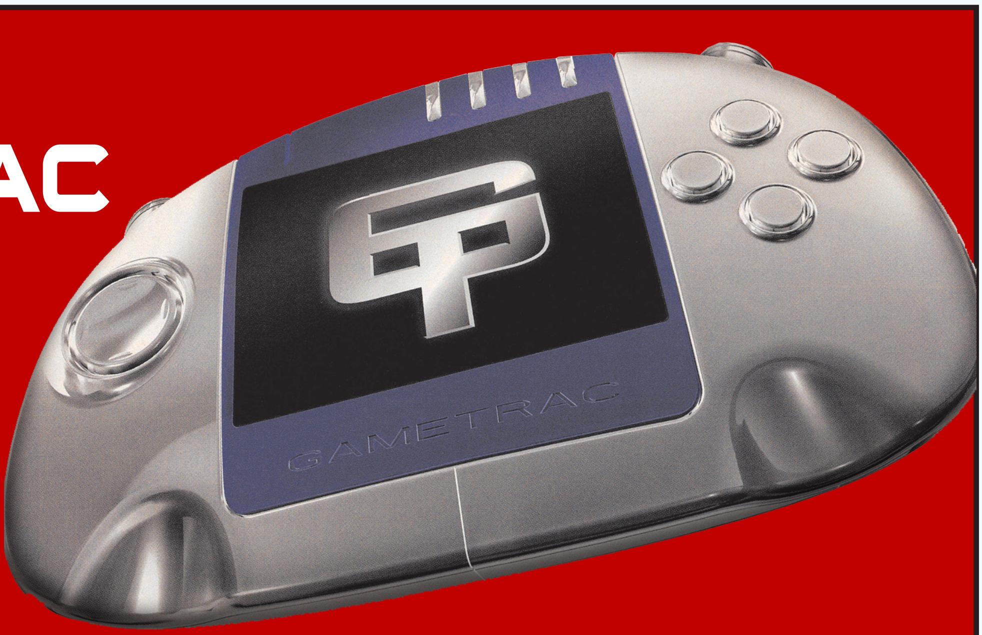
The SD card Recorder is attached to a TV or DVD/Video and can record straight to a SD Card in the Gizmondo's MP4 format and resolution.

The accessory was due out Spring 2006, but was never released due to the bankruptcy. A few units did make it onto eBay later that year,



Article from: Pocket Games
Issue 14 - Spring 2004

GAMETRAC



From across the pond comes this surprising entry into the growing handheld market

It would appear that 2004 is poised to be the year of the handheld. It seems that everyone and his brother are developing new systems, trying to pack in more features than the last guy. Right now, most of these systems exist only on paper, so it's difficult to tell which are going to deliver.

One system announced that came out of left field is the Gametrac from Tiger Telematics (not to be confused with Tiger Electronics). Developed in the U.K. and unveiled at the January CES in Las Vegas, the Gametrac boasts the fastest processor currently announced for a handheld (400MHz) and a high-resolution 2.8-inch TFT LCD screen, on par with screens on the Zodiac and the upcoming PSP.

The Gametrac uses the Windows CE operating system, which should allow for easy translation of PocketPC titles and simplified development of exclusive content.

Like many of the other systems, the Gametrac offers features such as Bluetooth wireless connectivity, SD memory card storage, and MP3 and video functionality.

Additionally, the unit incorporates a digital camera and - in a first for a portable gamin system - a GPS receiver, Tiger Telematics claims that it's developing an innovative title that will take advantage of GPS as part of the gameplay, but it's still unclear exactly how this function will be utilized.

Tiger Telematics touts the system's messaging capabilities through an "always-on" GPRS network. Both SMS and MMS messaging are included, although it is unclear if there will be any additional charges for using these functions.

The Gametrac boasts the fastest processor currently announced.

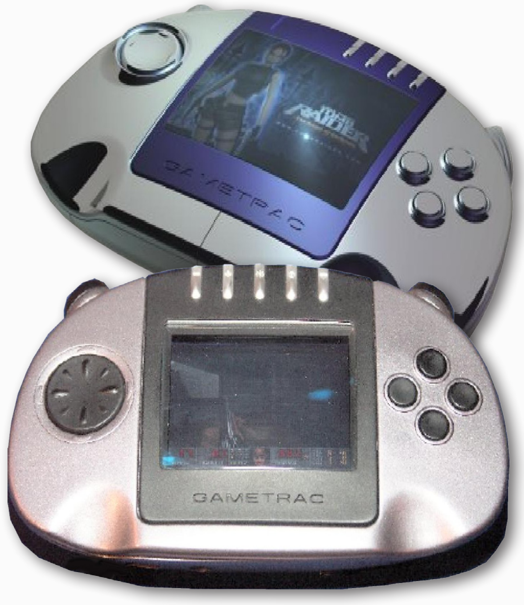
Gamers will be familiar with the system's layout. Like other systems of this type, there is an eight-way control pad on the left, four face buttons on the right, and two shoulder buttons for additional control.

The Gametrac is scheduled to be launched in the U.K. in April or May with a U.S. launch following by the end of the year. Unfortunately, there is no information regarding specific titles yet, and the company will only say that it anticipates 10 titles available for the U.K. launch and at least twice that by the time the system shows up in the States.

At this time, Tiger Telematics has not announced a price for the system, but the features suggest a price point in excess of $200. There is also no word as to what sort of software will be included in the package.

It may be too early to tell what sort of impact the Gametrac will have on the handheld market, but the promised specs and features add up to a system worth watching in the future. Look for more information to come out in the E3 convention in May.

Gametrac



The Gametrac was first published by Tiger Telematics on their website in October 2003. The system was marketed as a "lifestyle" product for children between the ages of 7-15. The console would include 3D Mophun Gaming, SMS texting (with predictive text), MP3 music (with remote download), Video playback (MPEG4) and an built-in digital Camera. The product would be Bluetooth enabled (for multiplayer gaming) and accessories such as MMC flash cards and Stereo headsets.

Their biggest feature would be a feature for parents concerned about their children's whereabouts. The system would include an integral GPS chip which would provide a "state-of-the-art" tracking facility using technology developed by Qinetiq (a developer of equipment for the UK ministry of defence). The Gametrac device would be able to be tracked via a conventional mobile telephone, the internet, PDA and digital TV. Gametrac would utilise the mobile GSM telephone network and the product could potentially operate in more than 140 countries.

This would effectively make the system basically a child tracker with games to hide suspicion.

In an early statement, Mike Carrender said:
"Plextek is a developer who has the ability and resource to complement our sales and marketing strategy. Plextek already have a proven track record in communications development and provide to Gametrac a hugely resourceful design engineering team. Plextek is taking an equity stake in Tiger and the contract has a percentage of sales revenue reverted back to Plextek for future developments."

Ian Murphy, Technical Director of Plextek states added:
"We think the Gametrac technology and products are very exciting and believe we can work closely with Tiger to develop advanced versions with commercially attractive technology and features. Our firms track record clearly indicates our ability to provide Tiger with the new design features that they have envisioned."

According to Plextek, it had been contracted to ship 25,000 Gametracs to GE during Q2 2004. That contract was described as a "multi-million pound" deal.

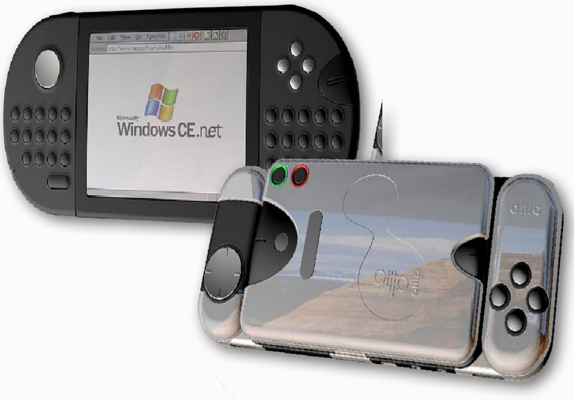
It was said that Gametrac would be launched without a SIM for around £126 ($214), but would be offered by mobile phone networks Orange and T-Mobile for £60 ($101).

On April 2004, Tiger Telematics changed the name of the console to Gizmondo and issued a statement saying that *"the Gametrac name was just a project name for our strategic partners"*, but its press statement reveals the real reason for the change: *"pending legal issues concerning the use of the Gametrac name"*. The company did not say who had raised those 'issues'.

To avoid such legal entanglements, the new name was given an "early announcement" ahead of the console's showing at E3 in May.

Gametrac Europe's US parent company, Tiger Telematics, chose 'Gizmondo' to better indicate the device's broader applications than playing games. Gametrac was initially pitched at younger children, but was now taking the unit to an older, teenage audience.

Bizmondo (Altio)



Tiger Telematics bought the UK company Integra SP and its real-time front end product AltioLive in late 2004. They would use AltioLive for their new product line, codenamed Bizmondo. The system was later named Altio because of the software it would have used.

The system was a planned smartphone aimed at business users. Tiger Telematics called it an enterprise-focused version of the Gizmondo. The system would offer the same level of mobile connectivity (GPS, GSM/GPRS and Bluetooth) and multimedia features (MP3 audio and MPEG-4 video playback features).

After the news released in 2004, designs of the system varied along the way. The silver design is thought to be the last design for the Bizmondo. It would use a flip screen with qwerty keyboard underneath.

In the announcement regarding the acquisition;

Mike Carrender, CEO Tiger Telematics;

"This acquisition and creation of the Bizmondo device using the Altio platform is further evidence of our technology leadership position. With Integra SP's rapidly expanding sales and customers that include Deutsche Bank, HSBC, The NASDAQ Stock Market and Deutsche Börse we are adding a strong, established business entity in its own right to the Tiger Group."

Sven Thiele, CEO Integra SP;

"Our banking and finance customers have been asking us to make information and sophisticated services such as price dissemination, analytic and trading available anywhere, anytime in real-time. AltioLive is a great thin client software platform to do this, however we needed a powerful mobile hardware device - Tiger Telematics had the most advanced technology available. Combining this unique hardware and software proposition provides us with the opportunity to extend our leadership into mobile real-time content and commerce."

Carl Freer, Managing Director of Gizmondo;

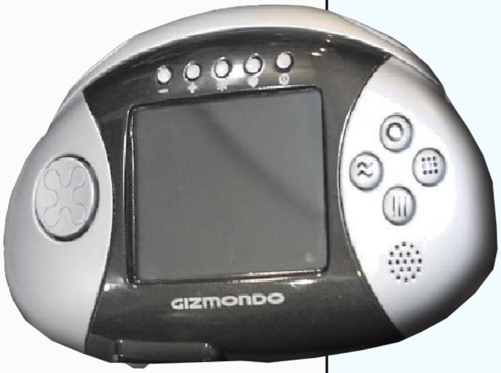
"Integra SP have been involved in some of the largest trading systems. Altio makes what is traditionally inaccessible, such as Level 2 price distribution and trading on a mobile device possible. Bizmondo will provide real-time remote access to multiple functions ranging from financial services information, corporate applications, email and messaging whilst on the move. Being such a powerful platform on which to build, the expansion possibilities are endless."

Girlmondo (Isis)

The Isis was named after a model agency that Gizmondo acquired a 75% stake of in 2004. According to Tiger Telematics' financial report, the modelling agency *"was acquired to provide marketing support and arrangements for Gizmondo"*, presumably to help with promotions such as Gizmondo's E3 trade show booth and other launch activities.

The Isis console would be aimed at female users and the system would have come in a variety of colors.

The picture at the right are the Isis prototype. Some difference include different piano keys and shoulder buttons.

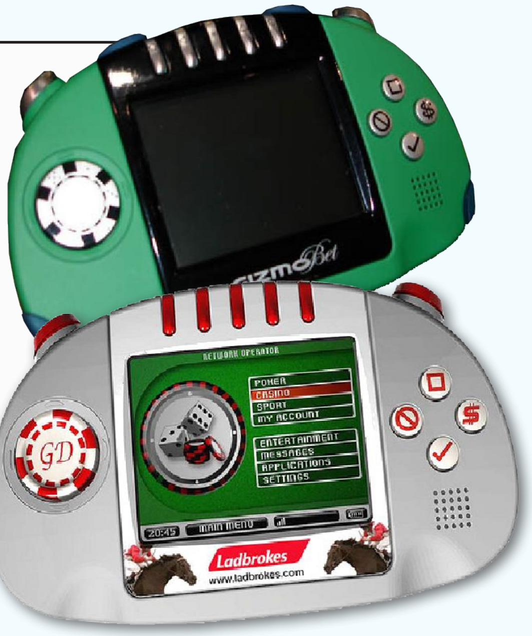


Gizmobet

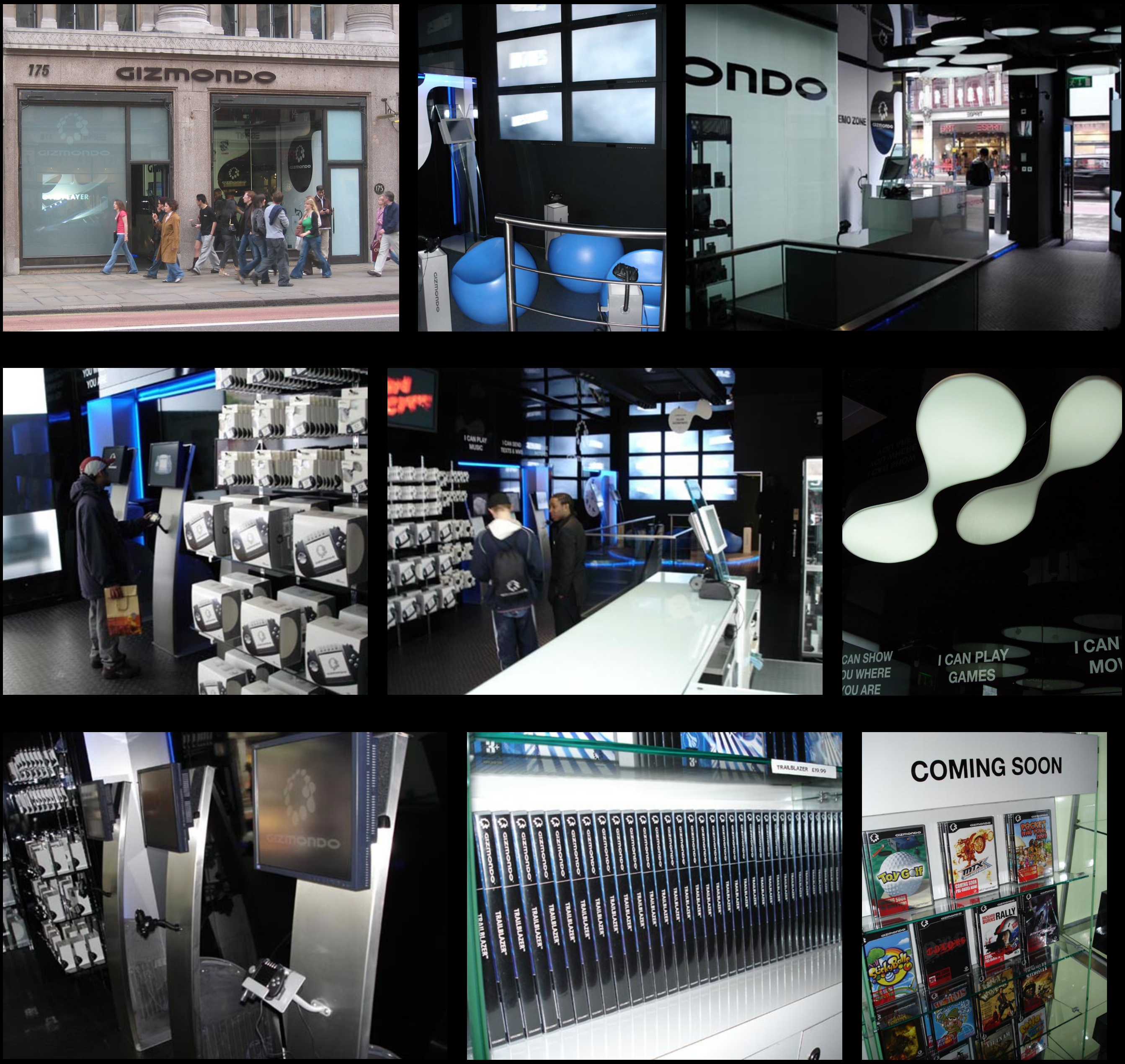
This was an attempt to license out and take advantage of digital gambling and online bookmaking The system was designed to be used in bookmarkers and special events. But it's not known how far negotiations got with any bookmarkers, and the idea never became reality.

The green version was a prototype that was shown at CES in January 2006.

"Gizmondo - The Machine - Justin Castle"


GizmoBet
NETWORK OPERATOR
POKER
CASINO
SPORT
MY ACCOUNT
ENTERTAINMENT
MESSAGES
APPLICATIONS
SETTINGS
20:45
MAIN MENU
GD
Ladbrokes
www.ladbrokes.com

The Gizmondo store, Regent Street, London


175
GIZMONDO
ONDO
I CAN PLAY MUSIC
I CAN SEND TEXTS & MMS
CAN SHOW
OU WHERE
OU ARE
I CAN PLAY
GAMES
I CAN
MOV
GIZMONDO
TRAILBLAZER £19.99
COMING SOON
Toy Golf
RALLY

Checklist For Commercial Released Gizmondo Games

Name	**F**	**C**	**I**	**B**	**pg.**
Classic Compendium	NA				270
Classic Compendium	E				270
Classic Compendium 2	E				270
Fathammer Classics Pack	E				270
FIFA Soccer 2005	E				271
Gizmondo Motocross 2005	NA				271
Gizmondo Motocross 2005	E				271
Hockey Rage 2005	E				271
Interstellar Flames 2	E				272
Pocket Ping Pong 2005	E				272
Point of Destruction	NA				272
Point of Destruction	E				272
Richard Burns Rally	NA				273
Richard Burns Rally	E				273
SSX 3	E				273
Sticky Balls	NA				273
Sticky Balls	E				273
Toy Golf	NA				274
Toy Golf	E				274
Trailblazer	NA				274
Trailblazer	E				274

			I	**B**	**pg.**

NOKIA

N·GAGE

NOKIA
N-GAGE

The N-Gage (later re-released as N-Gage QD) was a failed gaming platform developed by phone manufacturer Nokia. Games in MMC-Card format were sold for the platform, and towards the end, games were available for download to the users own MMC.

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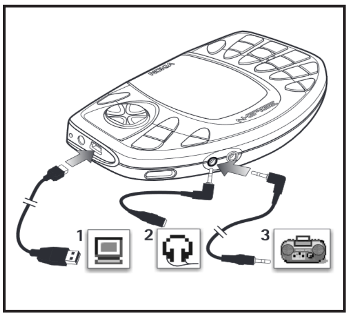
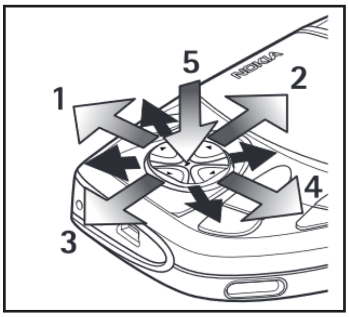
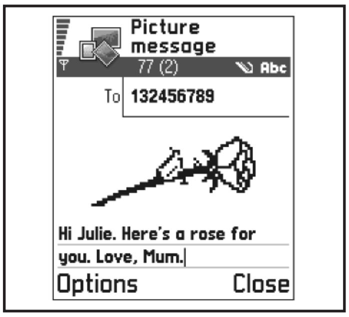
CONTENT

Nokia 310
N-Gage 311
N-Gage Article: *The Gigli of Gaming has arrived* 316
N-Gage Article: *Prepare to N-Gage* 318
The N-Gage Ad Campaign 320
Commercial N-Gage Games 323
N-Gage Article: *Nokia N-Gage* 364
Unreleased N-Gage Games 366
Accessories 374
Box Variations 376
Prototypes 378
Checklist For Commercial Released N-Gage Games 380



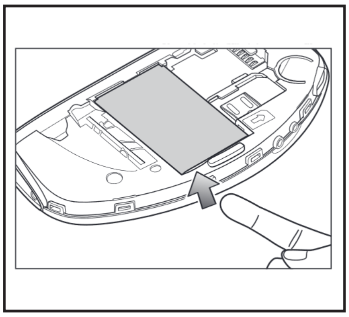

5
NOKIA
1
2
4
3

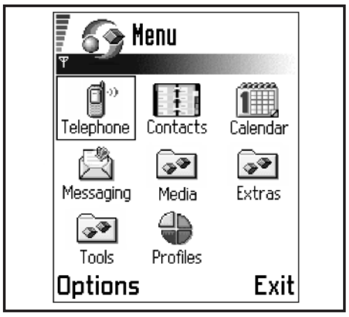

Picture message
77 (2)
Abc

To 132456789

Hi Julie. Here's a rose for you. Love, Mum.

Options
Close




Menu
Telephone
Contacts
Calendar
Messaging
Media
Extras
Tools
Profiles
Options
Exit

1
Sports channel
0:11
Pause
Stop

NOKIA

Nokia Corporation is a Finnish multinational telecommunications, information technology, and consumer electronics company, founded in 1865. In 2018, Nokia employed approximately 103,000 people across over 100 countries, did business in more than 130 countries, and reported annual revenues of around €23 billion. Nokia is the world's 415th-largest company measured by 2016 revenues according to the Fortune Global 500, having peaked at 85th place in 2009.

Jorma Ollila
CEO from 1992 to 2006

The company has operated in various industries over the past 150 years. It was founded as a pulp mill and had long been associated with rubber and cables, but since the 1990s has focused on large-scale telecommunications infrastructures, technology development, and licensing. Nokia is a major contributor to the mobile telephony industry, having assisted in the development of the GSM, 3G and LTE standards (and currently in 5G), and was once the largest worldwide vendor of mobile phones and smartphones. After a partnership with Microsoft and subsequent market struggles, its mobile phone business was bought by Microsoft, creating Microsoft Mobile as its successor in 2014. After the sale, Nokia began to focus more extensively on its telecommunications infrastructure business and on Internet of things technologies, marked by the divestiture of its Here mapping division and the acquisition of Alcatel-Lucent, including its Bell Labs research organization. The company then also experimented with virtual reality and digital health, the latter through the purchase of Withings. The Nokia brand has since returned to the mobile and smartphone market through a licensing arrangement with HMD Global. Nokia continues to be a major patent licensor for most large mobile phone vendors. As of 2018, Nokia is the world's third-largest network equipment manufacturer.

Nokia was one of the pioneers of mobile gaming due to the popularity of Snake, which came preloaded on many products. In 2002, Nokia attempted to break into the handheld gaming market with the N-Gage. Nokia's head of entertainment and media, Ilkka Raiskinen, once quoted *"Game Boy is for 10-year-olds"*, stating that N-Gage is more suited to a mature audience. However, the device was a failure, unable to challenge the dominant market leader Nintendo. Nokia attempted to revive N-Gage as a platform for their S60 smartphones, which eventually launched in 2008.

In August 2007, Nokia introduced Ovi, an umbrella name for the company's new Internet services which included the N-Gage platform and the Nokia Music Store. The Ovi Store faced stiff competition against Apple's App Store when it was introduced in 2008.

The company was viewed with national pride by Finns, as its mobile phone business made it by far the largest worldwide company and brand from Finland. At its peak in 2000, during the telecoms bubble, Nokia alone accounted for 4% of the country's GDP, 21% of total exports, and 70% of the Helsinki Stock Exchange market capital.

Nokia iteself derives its name from the Nokianvirta river, which ran through the town in which Idestam's original wood-pulp mill had been relocated to. The word Nokia itself is an older term used for a type of ferret.

N·GAGE

The N-Gage was a smartphone combining features of a mobile phone and a handheld game system developed by Nokia.

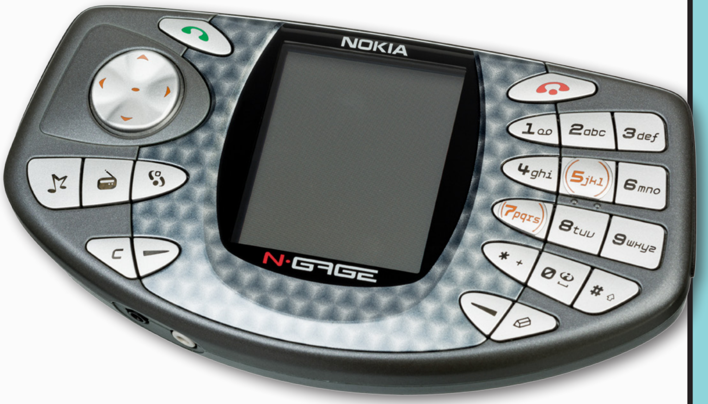
Around 2000, gamers increasingly carried both mobile phones and handheld game consoles. Nokia spotted an opportunity to combine these devices into one unit. Nokia announced in November 2002 that they would develop the N-Gage, a device that integrated these two devices. Its original development codename was Starship.

The N-Gage is used in a wide physical form with a 2.1 inch TFT display in the centre with a D-pad to the left and numerical keys to the right, among other buttons. This kind of design was roughly used before by the Nokia 5510 mobile phone and later for the Nokia 3300.

Nokia 5510

Instead of using cables, multiplayer gaming was accomplished with Bluetooth or the Internet (via the N-Gage Arena service). The N-Gage also included MP3 and Real Audio/Video playback and PDA-like features into the system.

Besides its gaming capabilities, the N-Gage was a Series 60 smartphone, running Symbian OS 6.1, with features similar to those of the Nokia 3650 (it does not have an integrated camera, however). It was able to run all Series 60 software (other than those that require a camera), and Java MIDP applications as well. Its main CPU was an ARM Integrated (ARMI) compatible chip (ARM4T architecture) running at 104 MHz, the same as the Nokia 7650 and 3650 phones.



The original phone's taco-shaped design was considered awkward: to insert a game, users had to remove the phone's plastic cover and remove the battery compartment as the game slot was next to it. Another clumsy feature was the speaker and microphone being located on the side edge of the phone. This often resulted in many describing it as talking into a "taco phone" or "Sidetalking", or simply that they had one very large ear, because the user held the edge of the phone against the cheek in order to talk into it.

Usual for a phone, but unusually for a game system, it had a screen taller than it was wide, with a size of 2.1' and resolution of 176 X 208, giving an aspect ratio of 11:13; at the time most televisions and portable game screens were 4:3.

With a launch price of US $299 (equivalent to $416 in 2019), the N-Gage was not commercially popular. In its first weeks of availability in the United States, it was outsold by the Game Boy Advance 100 to 1. Within 17 days of the deck's release, popular retailers GameStop and Electronics Boutique began offering $100 rebates on the deck's price.

In February 2004, with the N-Gage failing to make a major impact four months on, CEO Jorma Ollila claimed that the device would be given until 2005 to be judged whether it was a success or failure.

In January 2005, UK sales-tracking firm ChartTrack dropped the N-Gage from its regular ELSPA chart, commenting that *"The N-Gage chart, though still produced, is of little interest to anyone. Sales of the machine and its software have failed to make any impact on the market at all."* Although only directly reflective of the UK market, this was interpreted by some as a serious blow to the N-Gage as a viable gaming platform. Despite this, Nokia reaffirmed their commitment to the N-Gage as a platform, to the point where a new version of the hardware was rumored after GDC 2005.

In November 2005, Nokia admitted that the N-Gage failed, selling only one-third of the company's expectations. The product was discontinued from Western markets, but would continue to be marketed in India and parts of Asia. Nokia did continue N-Gage promotions at E3 2006.

NOKIA
N-GAGE

As of August 2007, it was estimated that Nokia had shipped more than two million N-Gage game decks. The "N-Gage" brand name still had a poor reputation within the gaming media and among the few consumers who recognized the N-Gage brand, due to the weakness of the system's first games and the original model's limitations.

There was some disagreement in sources about the actual number of N-Gage decks sold. Nokia initially claimed 400,000 sales in the first two weeks the deck was available. However, independent market research firms Chart-Track and Arcadia Research claimed that the N-Gage had sold only 5,000 decks in the United States in that time, and 800 decks in the UK. Critics suggested Nokia was counting the number of decks shipped to retailers, not the number actually purchased by consumers. Nokia later admitted this was the truth.

N−Gage promotion at E3 2006

Pocket Kingdom: Own the World received a handful of glowing reviews when it was released, and Pathway to Glory was Nokia's first self-published success. These games came perhaps too late to have much effect in improving the perception of the N-Gage hardware itself in the eyes of consumers or press. Nokia had projections of at least 6 million sold decks in three years instead of only 3 million.

N-Gage QD

The N-Gage QD was a redesign of the N-Gage. It was unveiled on April 14, 2004, and was released on May 26, 2004, running the same Symbian OS v6.1 with Series 60 1st Edition FP1.

Some features, available in the original system, such as MP3 playback, FM radio reception and USB connectivity were removed from the new device, presumably to reduce size and cost. Instead of using the N-Gage with generic USB removable drive drivers, a user could use either Bluetooth or a separate MMC card reader to transfer files onto the device memory or an MMC card for use in the N-Gage QD. The QD did not support MP3 internally; however, it could still play MP3s with third-party software, albeit only in 16 kHz mono.

Another change from the original unit was the "Orange-and-grey" theme of the face of the unit as well as the GUI. Some felt this was an unwanted change from the 'more colorful' GUI of the original N-Gage. Even then there were some third-party applications that enhanced the interface or replaced the system shell.

As a telephony device, the newer N-Gage no longer supported three GSM frequency bands 900/1800/1900; instead it came in two dual-band variants, one for the American market and another for the European and Asian markets.

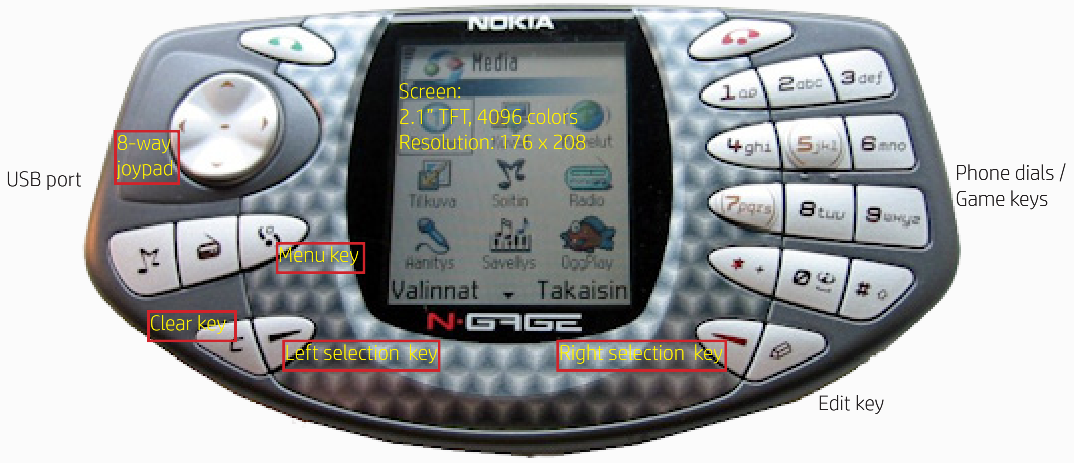
The only change made to the device's buttons was the replacement of the original five-way controller (four ordinal directions and a center "click" or confirm) with a simpler four-way directional controller and a separate "OK" button with a check logo.

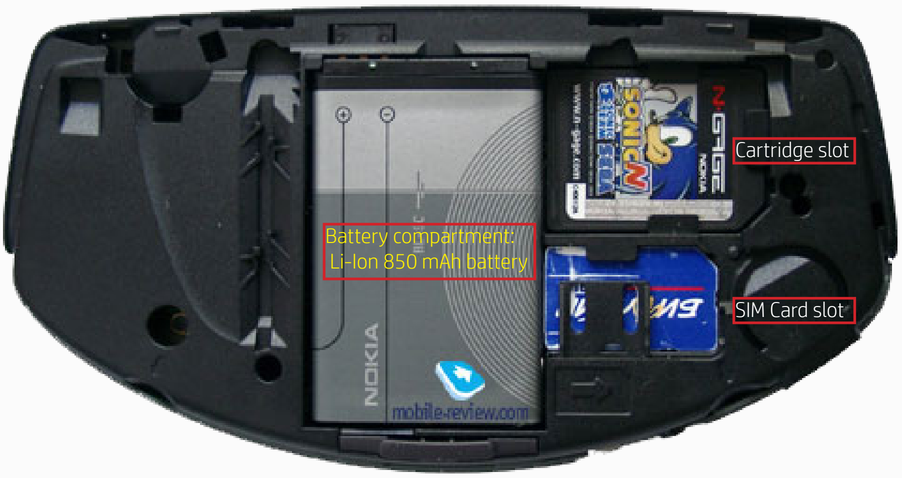
The QD was running the same software version as its predecessor, despite the newer Symbian 7.0s Series 60 2nd Edition having been shipped on several smartphones by the time the QD was announced.

N-Gage QD Silver Edition

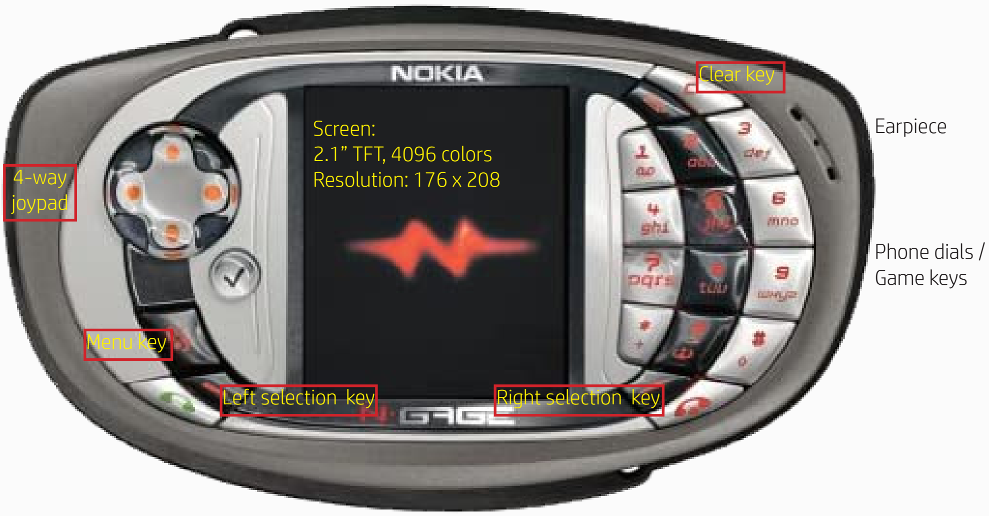
Announced in August 2005, the N-Gage QD Silver Edition could be seen as an exercise in extending the life of the N-Gage product range while new N-Gage devices were developed and the N-Gage gaming range was integrated into the mainstream Series 60 product range. Apart from cosmetic changes and the replacement of the two specialist gaming buttons (5 and 7) with standard keys, there was no difference in the N-Gage QD Silver Edition to the regular N-Gage QD.

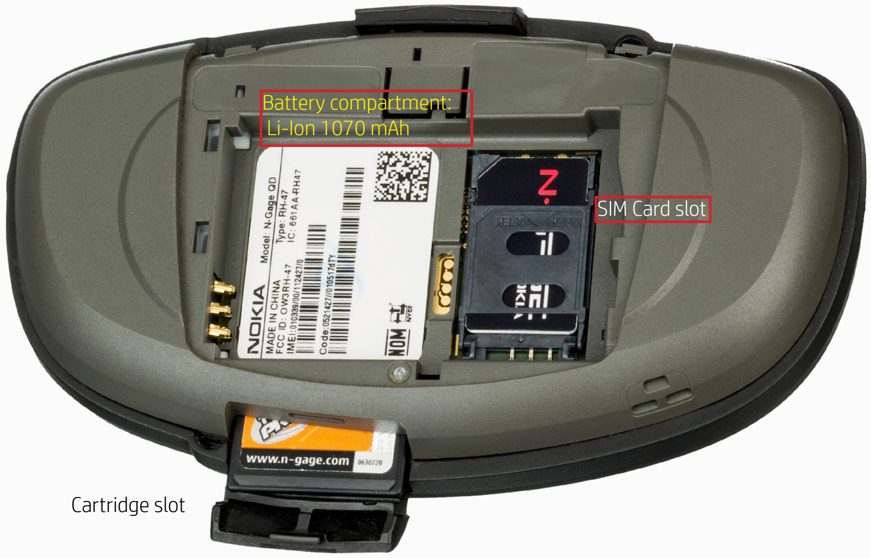
It was made available in the European, Middle Eastern, and African markets on September 1, 2005.


USB port
8-way joypad
Screen:
2.1" TFT, 4096 colors
Resolution: 176 x 208
Menu key
Clear key
Left selection key
Right selection key
Phone dials / Game keys
Edit key


Cartridge slot
Battery compartment:
Li-Ion 850 mAh battery
SIM Card slot
mobile-review.com

HDD-2 stereo
headset port


NOKIA
Clear key
Screen:
2.1" TFT, 4096 colors
Resolution: 176 x 208
Earpiece
4-way joypad
Phone dials / Game keys
Menu key
Left selection key
Right selection key


Battery compartment:
Li-Ion 1070 mAh
SIM Card slot
Cartridge slot
www.n-gage.com

Article from: GMR - issue 10 - November 2003

NOKIA
N-GAGE

HANDS ON!

N-GAGE

THE GIGLI OF GAMING HAS ARRIVED

TECH SPECS

- 104MHz ARM CPU
- 176x108-pixel, 4,096-color illuminated display
  “Rocker” 8-way controller
- Multiplayer over-the air gameplay
- Wireless connectivity via Bluetooth
- Tri-Band GSM 900/1800/1900 phone
- Multimedia messaging (MMS)
- WAP over GPRS
  Full e-mail support
- XHTML web browser
- Supports J2ME Java
- USB port for downloading
- MP3, AAC, MIDI, WAV ringtones
- Digital music playback and recording
- Stereo FM radio
- Built-in speaker
- MMC format game cards

Nokia deserves discussion in business textbooks. From ubiquitous $50 phones to exclusive $21,000 platinum Vertu “instruments,” the company embodies elegant mobile technology. Which is why we almost believed it could design a phone that plays great games.

But it hasn’t. The N-Gage game deck is a Frankenstein-caliber design disaster, daftly blending into one device Atari’s clumsy Jaguar numeric keybad, the graphics spasms of mid-1990s PCs, and the sex appeal of a shiny black banana phone. Even its features render it the proverbial jack-of-all-trades that does no task particularly well. Serious gamers will hate it.

Start with N-Gage’s ill-conceived vertical screen and a backlight that shuts off every 15 seconds between button presses - generally as you’re reading, watching, or thinking. Add 21 confusingly labeled buttons and short battery life, then top everything off with a lackluster release calendar. And did we mention that some of the games may not include music? These are problems that only rare-game collectors and casual gamers would consider tolerating. Or not.

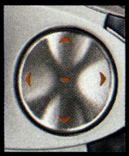
As a final shock, N-Gage will not connect online for simultaneous human interaction. Instead, players pay data fees for downloadable ghosts of saved competitors. That’s just another of Nokia’s underwhelming implementations; trust us, there are many more.

At N-Gage premiere, Nokia obviously preached to a silent crowd that “the future of gaming has arrived” with the $300 N-Gage. But without entirely redesigned hardware and better games, N-Gage’s only future is in discount bins, and perhaps the upcoming editions of business textbooks. Everyone loves the big-mistakes chapters.

MORE FEATURES THAN A FINISH ARMY KNIFE!

Although N-Gage’s biggest selling point is its assortment of features, poor execution trivializes what could have been great ideas

GAMES



In-game screen capturing and automatic cheat downloads are novel, but who’s going to use them? And where are the games from this decade?

MUSIC

It plays MP3s, AACs, and FM radio, and it can record radio broadcasts with 4MB of onboard RAM or memory cards. Audio quality is decent, but the menus are clunky.

PHONE

Holding the taco-shaped N-Gage edgewise to your ear looks ridiculous, and reception and sound quality are about average. The included ear buds help slightly.

PDA

Robust e-mail, Java/ RealPlayer applications, and web browsing are N-Gage’s most useful features, though other devices (Danger’s Sidekicks) are better.

OOPS! HOW TO LOAD A GAME

You’ll need a FAQ just to see Press Start

What happens when a game console lacks an external cartridge slot? You disassemble the whole machine, of course. First power down the N-Gage, pop off the back casing, pull out the battery, then insert the MMC game card. Replace the battery and casing, hold the button power down, wait 30 seconds for the Main menu, and seven buttons later, you’ll see the Titles screen. Voila!

VERSUS GBA

Simplicity and quality help Nintendo prevail again

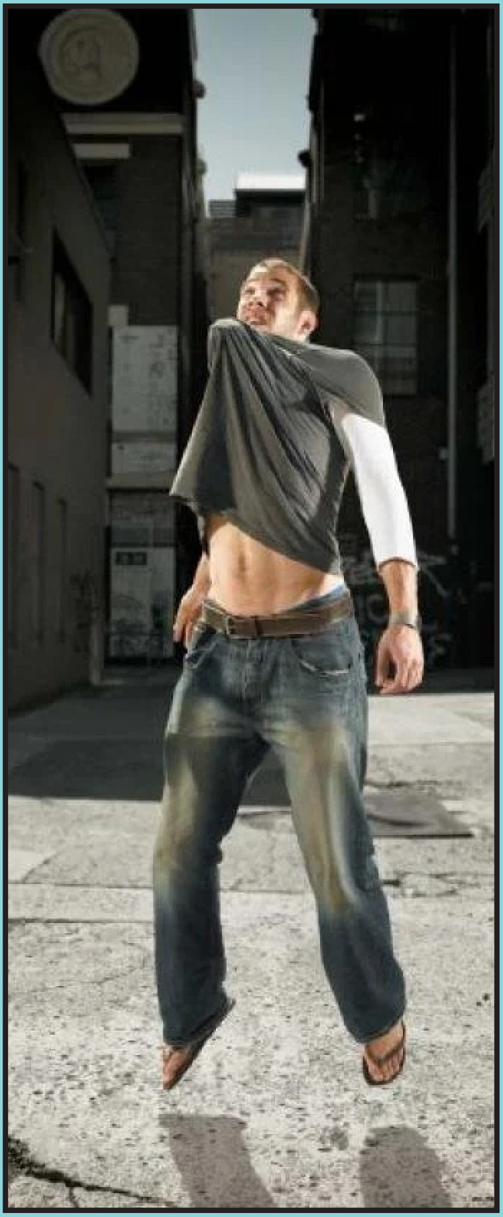
Nintendo Game Boys have mopped the floor with competitors for nearly 15 years, outselling more powerful machines from Sega, Atari, and NEC, just to name a few. So, could a gaming unknown like Nokia stand a chance against GBA SP?

In sales, the answer's clearly no, but N-Gage won't win a moral victory on the merits, either. Its two key assets - extra features and better graphics - aren't what they're cracked up to be. Bluetooth multiplayer is useful only if you can find other N-Gage owners (good luck), and over-the-air multiplayer is both costly and conceptually boring. Unless they need the phone and MP3 features, gamers will find N-Gage offers very little.

Even the graphics disappoint. Blame hardware or programming, but N-Gage ports generally look worse than the GBA originals. Only *Tomb Raider* and *Tony Hawk* buck that trend - but five years too late to really matter.

There are many other problems. N-Gage's less-than-6-hour gaming battery life, small screen, and intermittent backlighting won't win gamers over, but buyers will really miss simple features previously taken for granted, such as hardwired volume controls, instant on/off switches, and clearly labeled buttons. N-Gage is probably history's first console to confuse players with Press Start screen prompts, because none of its 21 buttons is actually labeled Start. Just keep experimenting.

The best thing we can say about the N-Gage is that it will be infinitely more collectable than the 25,000,000-plus-selling GBA. It'll go nicely on that shelf right next to our Virtual Boy...

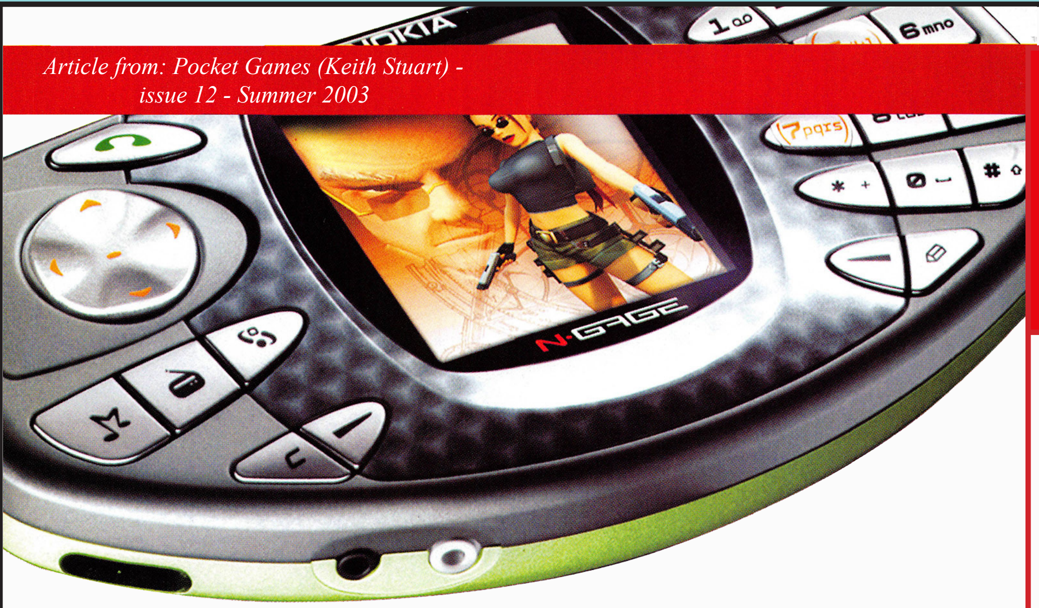


VERDICT:

Ultimately, N-Gage is an oversized phone that incidentally plays bad games. We *dare* you to make a telephone call with one in public.

DISMAL

GMR 3/10



Article from: Pocket Games (Keith Stuart) - issue 12 - Summer 2003

PREPARE TO N-GAGE!

The Last Phone You'll Ever Need

Get ready to drop your prejudices and preconceptions about mobile games. The age of Snake is over. That's the message Nokia is desperate to get across with its N-Gage gaming phone - or Game Deck, as the company prefers. The company has set out its vision for the product, stating quite clearly that this is a game machine first and everything else - including cell phone - second. Topping the agenda is the multiplayer experience, via Bluetooth and online gaming, and some truly impressive partners have been lined up, including Sega, THQ, Eidos, Activision, and Taito. Rumors that Capcom is also on board have so far been politely denied by Nokia, but only in that nudge, nudge, wink, wink way.

First, some under-the-hood info. N-Gage is based on Nokia's Series 60 standard, the same technology used in its 7650 and 3650 hardware buzzing away beneath the case. It also features a 104MHz ARM925 MCU processor and runs the Symbian operating system. What does all this mean? Well, Doug Dyer, general manager of THQ Wireless, one of the main publishers signed up for N-Gage development, put it like this, "The biggest advantage of the Series 60 platform is the availability of tools such as 3D engines and multiplayer Bluetooth capabilities. We are able to develop games using the 3D models as well as advanced textures. The ARM925 MCU gives us plenty of processing power for the titles we plan to publish on the N-Gage platform." In other words, it's a pretty powerful little machine, almost comparable to PS1 in terms of processing speed and 3D rendering capabilities. Oh, and games come on 8-meg multimedia cards (MMCs). These delicate little slabs, about the size of an after-dinner mint, will be sold through all your favorite game retailers and electronics outlets, as well as cell-phone stores.

Weighing in at a positively anorexic 137 grams, N-Gage is smaller and lighter than most pundits expected. The design is chic and functional, displaying all of Nokia's expertise in hand-held ergonomics. Button matrices on either side of the screen are sloped upward, positioning them perfectly for ease of use while playing a game. The round eight-way D-pad, or rocker, is small but sturdy, providing accurate directional control that compares very well with GBA's cross-shaped alternative.

The two main "action" buttons are 5 and 7, but more complex games like Tomb Raider can use any of the numerical keys from 1-9. These keys are small and close together so it takes some practice to hit them cleanly. Disappointingly, there are no shoulder buttons, which seems like a real oversight. As you GBA owners no doubt discovered, these are perfect for strafing in Doom or adding direction to moves in Tony Hawk. It seems these have been sacrificed to attain that wafer-thin 20.2mm depth.

SYSTEM SPECS

THE NOKIA N-GAGE AT A GLANCE

Arcitecture: Series 60 platform, Symbian operating system, 104MHz ARM295 MCU processor

Screen: 176x208 pixels. 4096 colors, backlit

Battery life: 3-6 hours (depending on game type), 2-4 hours talk time, 150-200 hours standby (fast battery recharge - recharges in one hour)

Dimensions: 133.7 x 69.7 x 20.2mm

Weight: 137g

Other info:
Triple-band GSM
GPRS
Multimedia messaging (MMS)
MP3 and Stereo FM radio
Java application support
Bluetooth wireless support for multiplaying gaming

Ah yes, the games. The important bit. The make-or-break element of any hardware launch. Nokia has certainly rustled up an impressive roster of supporters in Sega, Taito, etc., and all have several projects in development. Nokia has even set up its own in-house development studio that will focus on multiplayer games, and it is currently working on a snowboard title. Although the key titles shown at press events were single player, Nokia was keen to point out that several multiplayer titles will be ready at launch. There is even talk of massively multiplayer online games like EverQuest further down the line. Developers will also be able to offer downloadable weapons, cheats, power-ups, and levels to give added value to single-player games. Nokia is providing lots of free tools and a downloadable SDK on its Web site to make N-Gage development cheap and easy; it is also planning to provide financial support to small developers with decent ideas.

There are few other features worth mentioning. The N-gage will allow MP3 playback, as well as email and personal info management. The phone is also triple-band and GPRS compatible, and there isn't a territorial lockout on the games, so you'll be able to buy titles in, say Europe and play 'em on your American deck. Ultimately, though, N-Gage has received a mixed response from mobile industry insiders. Worries include the vertical screen, the fragile MMCs, the dodgy card-loading, and the very fact that this is a proprietary system, unlike downloadable Java games that will work across a variety of handsets and networks. Others are concerned the price point is going to be much higher than GBA's - Nokia would only say it'll be less than 500 euros (540 dollars). But the games showed a lot of promise, as does the prospect of spending 15 minutes with Lare Croft on your PHONE during a boring bus trip. Nokia truly has a lot of work to do to make us abandon our GBAs, but this company rarely makes mistakes. Launch is pencilled in for the fall. To say we're excited is an understatement.

The N-Gage Ad Campaign

The aggressive (and infamous) N-gage ad campaign came from Grey Global Group who used Brent Stafford, a digital media entrepreneur and marketer, to help them with their ad campaign. He commissioned 5 global agency representatives to work on the Nokia N-game pitch.

Working directly with Carolyn Carter, President of the Grey Global Group Europe, Middle East and Africa, Stafford provided key insights and strategic direction which played an integral role in the awarding of the $100 million advertising account to the Grey Global Group (WPP).

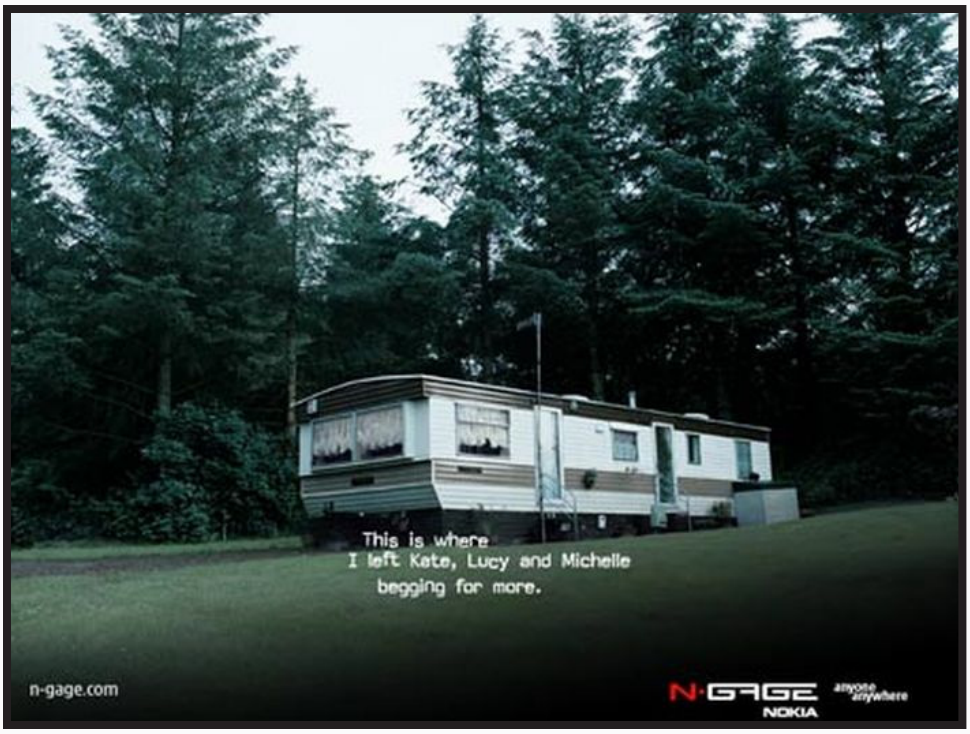
It didn't take long before Nokia was banned from showing seven ads for the N-Gage system by the the Advertising Standards Authority (ASA). Those who complained said the ads were *"offensive and distressing in its depiction of violence and crime, especially to those who saw it in areas where they faced an increased possibility of assault"*. The ASA agreed saying the ads were *"likely to cause serious* or widespread offence or distress to readers".

One advertisement showed a photograph of an alleyway at night. The text stated **"This is where I took on three guys ... and made them cry like babies."** A second advertisement featured a a changing room with lockers and the text **"This is where I made Kev look small"**, the ASA decided that it *"could be interpreted as a depiction of bullying"*. Nokia argued that the lines from the ads was typical of language in a competitive environment and that it tapped into the competitive spirit of the game. A third advertisement showed a photograph of a doorway in a run-down building. The text in the middle of the advertisement stated **"This is where I cut them down to size"**. A fourth ad showed a large, isolated caravan in front of a row of tall pine trees. The text stated **"This is where I left Kate, Lucy and Michelle begging for more"**. A fifth advertisement showed a photograph of a road and a lit bus shelter at night with the text **"This is where I got further with Lara than anyone else."** A sixth advertisement appeared as a PG rated cinema commercial. In the first scene, the camera panned in on a car park. The text **"This is where they ran me down"** then appeared on the screen. The last banned ad showed a tent in the woods. The text stated **"This is where I hunted them down"**.

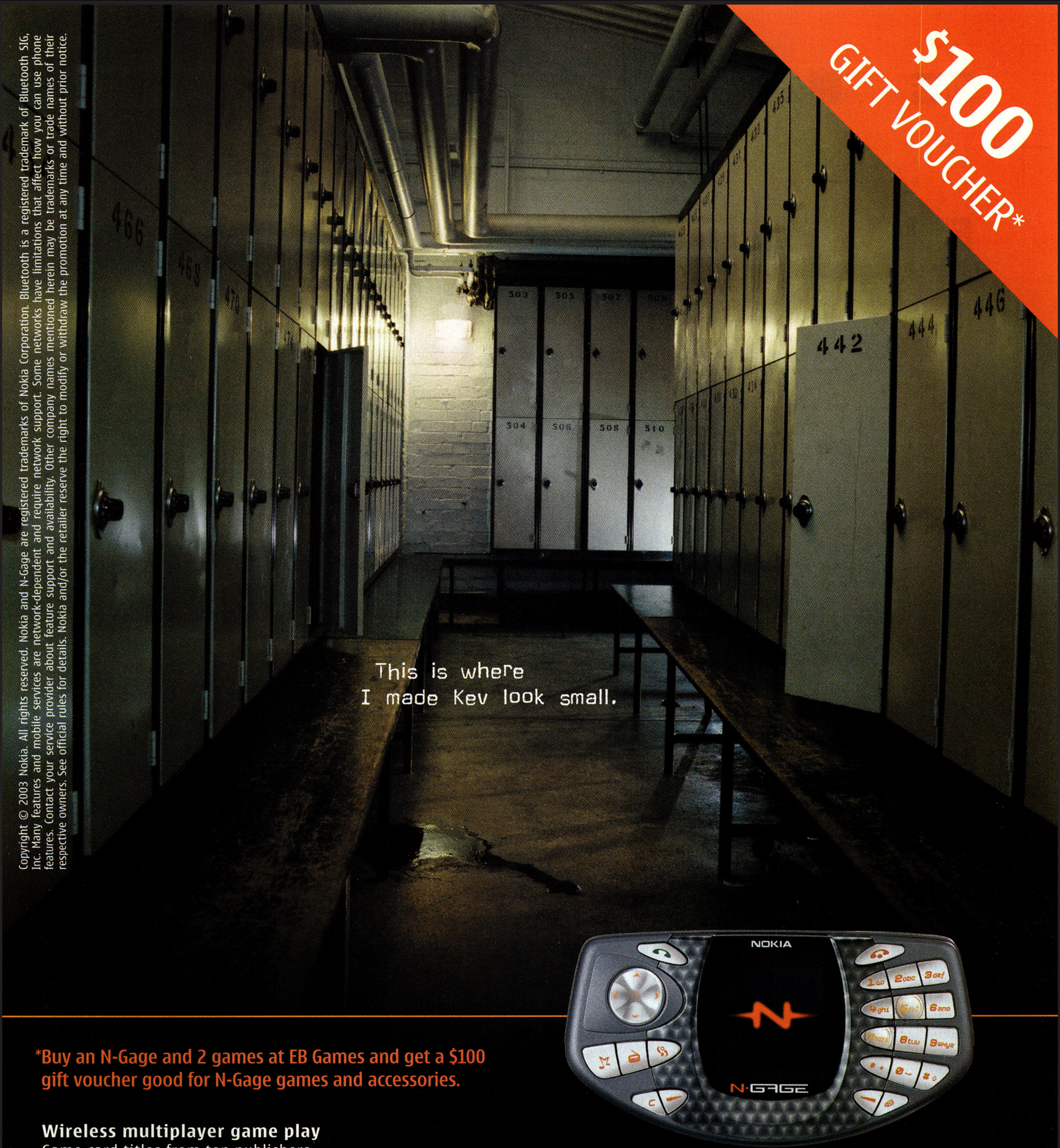
In a statement Nokia apologised for those offended by the advertising campaign;

"Our sole aim was to produce advertising that supported the multiplayer capabilities of the N-Gage platform and used typical gaming language and imagery to reflect gaming victories."

The advertisement featured locations where gaming was possible, and that the scenes did not depict victims. They said the text *"This is where they ran me down"* referred to losing a driving game and *"This is where I cried for help"* referred to a gamer's frustration in being unable to reach the next gaming level.



$100 GIFT VOUCHER*



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*Buy an N-Gage and 2 games at EB Games and get a $100 gift voucher good for N-Gage games and accessories.

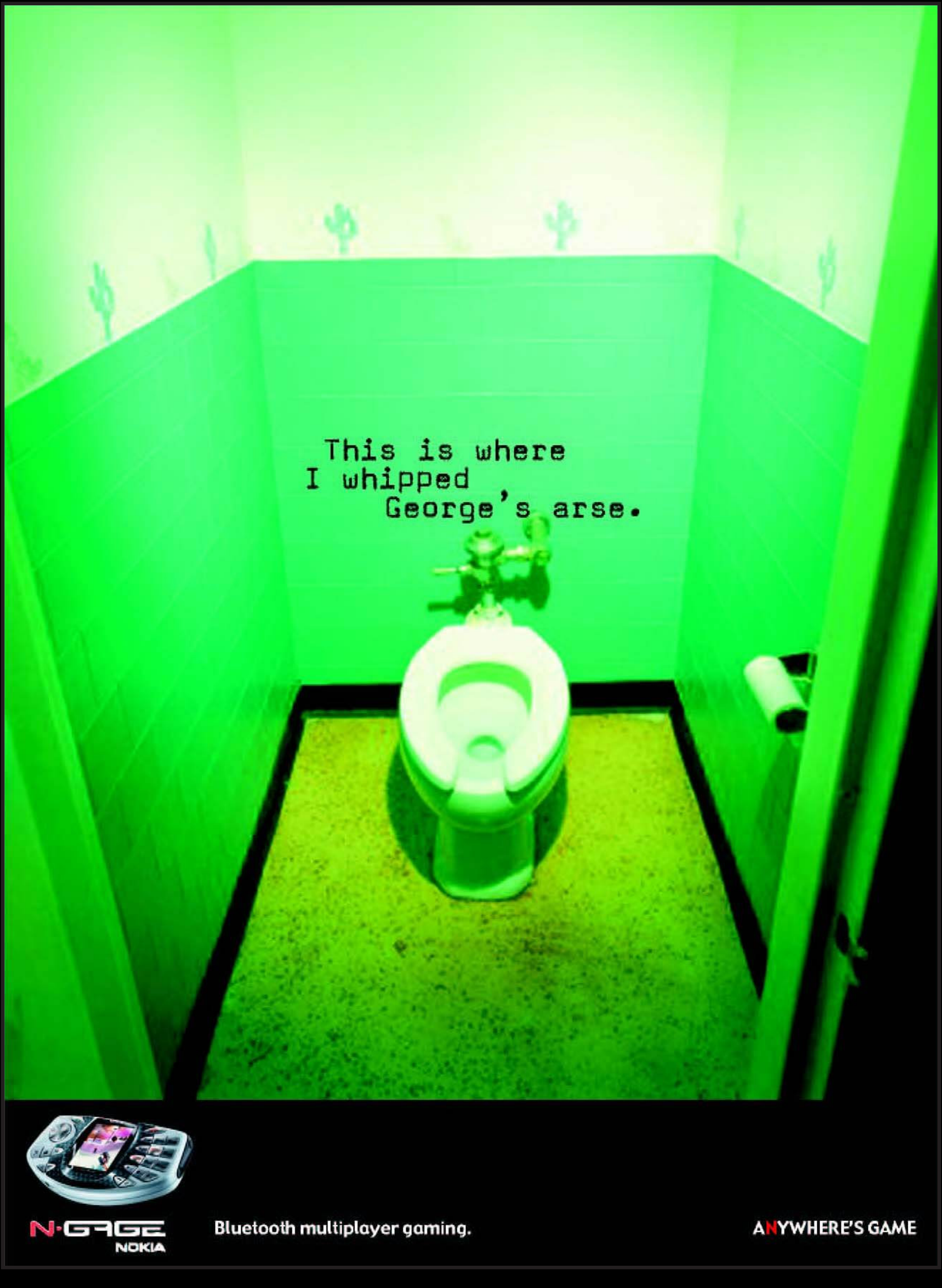
Wireless multiplayer game play
Game card titles from top publishers
Supports 3D graphics
Bluetooth technology
MP3 music player–FM radio
Built-in mobile phone

n-gage.com

EB GAMES™

N·GAGE
NOKIA

anyone
anywhere


This is where
I whipped
George's arse.
N·GAGE
NOKIA
Bluetooth multiplayer gaming.
ANYWHERE'S GAME

Commercial N-Gage Games

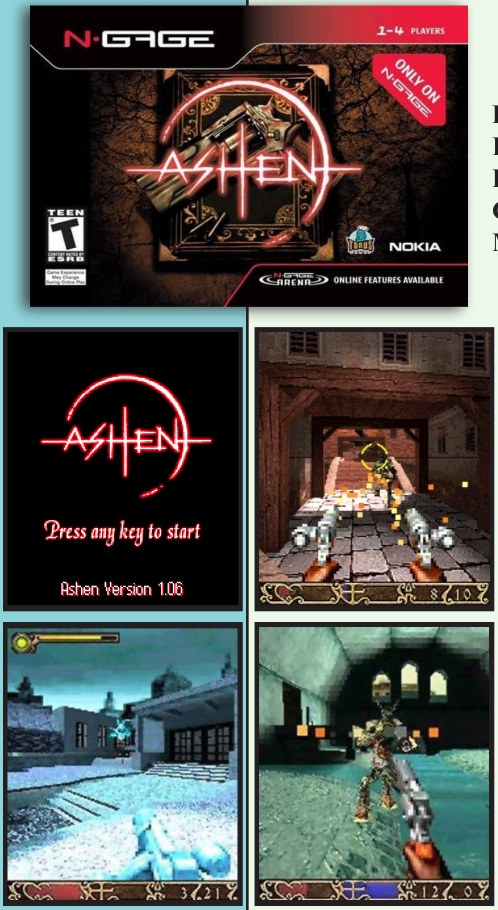
There are 58 full titles available for N-Gage, but only 56 of these saw North American releases. The titles that were not released in North America are: Flo-Boarding (Germany and UK only) and Sega Rally (Australia and Brazil only). All but three of these titles (Payload, Snakes, Virtua Cop) were available for retail purchase.

Along with those listed above, one more game was bundled with the N-Gage (on the Support CD): an exclusive version of Space Impact Evolution X, that was later made available to Symbian S60v2 phones.

The last game to be released in the U.S. for the system was Civilization in March 2006 according to Metacritic.

Before the launch of Nokia's first in-house N-Gage title, Pathway to Glory, a one level demo of the game was released to journalists to allow them to sample the game, and understand the concepts behind the turn based wargame. This demo was subsequently placed on the N-Gage.com website as a free download. Undaunted by the 16 MB download size, fans jumped on the Pathway to Glory demo. The success of the download paved the route for future titles.

The following pages consist of the commercial games released on the N-Gage.


N-GAGE
1-4 PLAYERS
ONLY ON N-GAGE
ASHEN
TEEN
NOKIA
N-GAGE ARENA ONLINE FEATURES AVAILABLE
Press any key to start
Ashen Version 1.06

N P 6.1

Ashen

Developer Torus Games
Publisher Nokia
Release date (na) May 25, 2004
Genre First-person shooter
Mode 1-4 Players

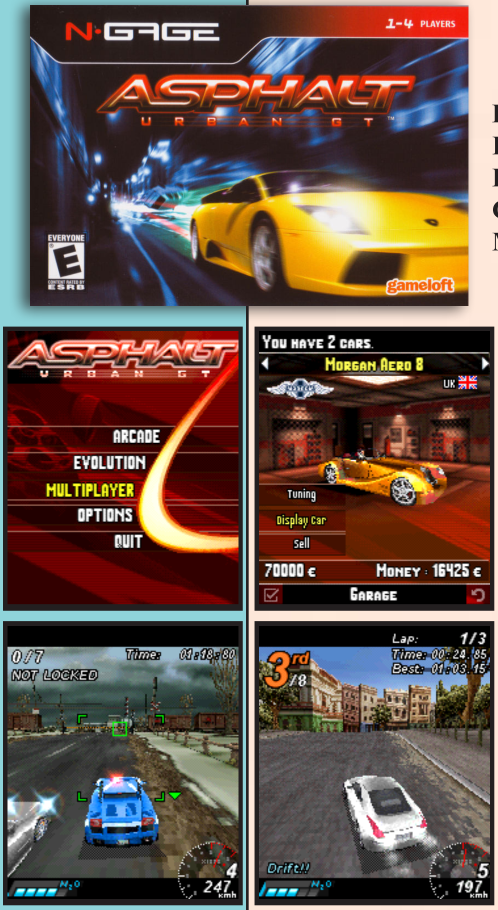
Ashen is a horror themed first-person shooter released for N-Gage in 2004. It was first shown to the public on Cebit 2004.

The game is about the war between Seven River City and Maqabir, one a city in reality, the other only appearing after summoned by an arcane ritual.

The game can be compared to Quake-style action, but has some puzzle solving elements as well. The game is divided into 8 levels.

There are 9 different weapons available, including dual pistols, alien weapons, MG, sniper rifle, rocket launcher, among others.

The game offers an offline multiplayer mode for up to four players and the possibility to enter the score in the N-Gage Arena.


N-GAGE
1-4 PLAYERS
ASPHALT
URBAN GT
EVERYONE
gameloft
ARCADE
EVOLUTION
MULTIPLAYER
OPTIONS
QUIT
You have 2 cars.
Morgan Aero 8
Tuning
Display Car
Sell
70000 €
Money : 16425 €
GARAGE
0/7
NOT LOCKED
Time: 01:18:80
247
Lap: 1/3
Time: 00:24.85
Best: 01:03.15
3rd /8
Drift!!
197

N P 7.5

Asphalt Urban GT

Developer Gameloft
Publisher Gameloft, Nokia
Release date (na) November 15, 2004
Genre Racing
Mode 1-4 Players

Asphalt Urban GT is a racing game for the Nintendo DS and the Nokia N-Gage. It was released as one of the DS launch titles.

The game sports nine tracks modelled after real-world locations such as Paris and New York City. The game's 23 cars are licensed from real manufacturers such as Lamborghini, Hummer, Volkswagen, and others, and over 30 specs on the car can be fine-tuned for performance or just for looks.

Up to 4 players can race against each other in a selection of wireless multiplayer modes.

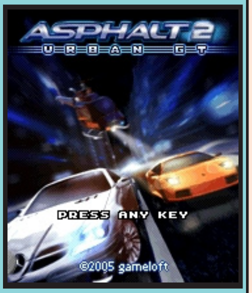
The N-Gage version received "favorable" reviews, while the DS version received "mixed" reviews, according to Metacritic.

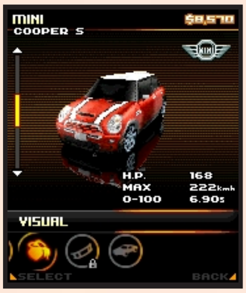
N-GAGE
1-4 JOUEURS
ASPHALT 2
URBAN GT
3+
gameloft
FONCTIONS EN LIGNE DISPONIBLES

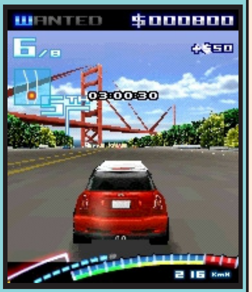
8.9

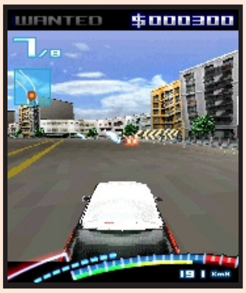
Asphalt: Urban GT 2

Developer	Gameloft
Publisher	Nokia
Release date	(eu) November 3, 2005
Genre	Racing
Mode	1-4 Players


ASPHALT 2
URBAN GT
PRESS ANY KEY
©2005 gameloft


MINI
COOPER S
$8,570
H.P. 168
MAX 222km/h
0-100 6.90s
VISUAL
SELECT
BACK


WANTED
$000800
6/8
03:00:30
216 Km/h


WANTED
$000300
7/8
191 Km/h

Asphalt: Urban GT 2 was released on the Nintendo DS, N-Gage and PlayStation Portable. A 2.5D Java ME version for mobile phones was also released.

The gameplay of Urban GT 2 is often compared to Burnout, Need for Speed and other titles as players can eliminate opponents by bumping through them, and evade or take down police cars. There is a wanted meter which determines the awareness level of the police if Nitro is used, takedown other competitors or causing urban havoc. If the red "WANTED" light flashes, it usually means that the players must do what it takes to avoid the police cars and police helicopter - otherwise they might be forced to pull over and lose their money.

The game features a special appearance from The Pussycat Dolls, and a sample of Moby's single "Lift Me Up".

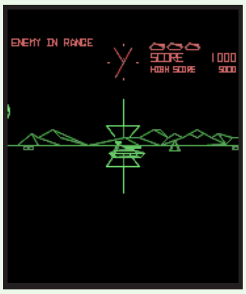
N-GAGE
1-2 JOUEURS
ATARI
MASTERPIECES
Vol. I
ATARI
3+
FONCTIONS EN LIGNE DISPONIBLES

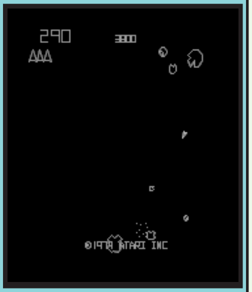
6.0

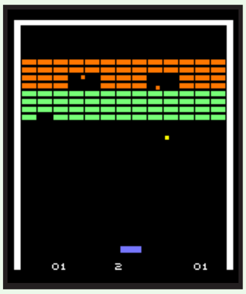
Atari Masterpieces Vol. I

Developer	Backbone Entertainment
Publisher	Atari SA
Release date	(eu) October 13, 2005
Genre	Compilation
Mode	1-2 Players

ATARI
MASTERPIECES
Vol. I


ENEMY IN RANGE
SCORE 1000
HIGH SCORE 500


290
3000
©1979 ATARI INC



Atari Masterpieces Vol. I is a collection of twelve emulated Atari games. The eight arcade games are:

- Asteroids
- Battlezone
- Black Widow
- Lunar Lander
- Millipede
- Missile Command
- Red Baron
- Super Breakout

In addition four Atari 2600 games can be unlocked:

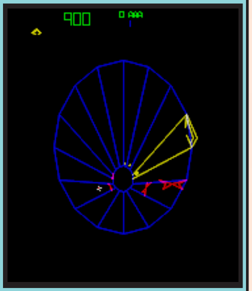
- Adventure
- Surround
- Video Chess
- Yars' Revenge

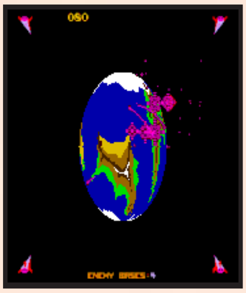
They are each unlocked by reaching a certain score in a specific arcade game. The games are emulated and thus faithful renditions of the original versions. In the extras section part one of an interview with Nolan Bushnell, founder of Atari, can be found. It is split up into four videos. For the arcade games the best scores could be posted and compared worldwide using N-Gage Arena.

"mobygames.com"

N-GAGE
1-2 JOUEURS
MASTERPIECES
Vol. II
ATARI
3+
www.pegi.info
N-GAGE ARENA
FONCTIONS EN LIGNE DISPONIBLES

ATARI
MASTERPIECES
Vol. II
CHOOSE GAME
N-GAGE™ ARENA
SETTINGS
EXTRAS
CREDITS
QUIT
SELECT
QUIT





6.0

Atari Masterpieces Vol. II

Developer	Backbone Entertainment
Publisher	Atari SA
Release date	(eu) March 30, 2006
Genre	Compilation
Mode	1-2 Players

Atari Masterpieces Vol. II is another collection of twelve emulated Atari games. The eight arcade games are:

- Asteroids Deluxe
- Centipede
- Crystal Castles
- Liberator
- Pong
- Millipede
- Tempest
- Warlords

In addition four Atari 2600 games can be unlocked:

- Air-Sea Battle
- Canyon Bomber
- Miniature Golf
- Video Checkers

Like the previous game, they can be unlocked by reaching a certain score in a specific arcade game. In the extras section the second and final part of an interview with Nolan Bushnell, founder of Atari, can be found. For the arcade games the best scores could be posted and compared worldwide using N-Gage Arena.

"mobygames.com"

N-GAGE
1-2 PLAYERS
BOMBERMAN
EVERYONE
E
ESRB
HUDSON

Thank you for Playing

7.5

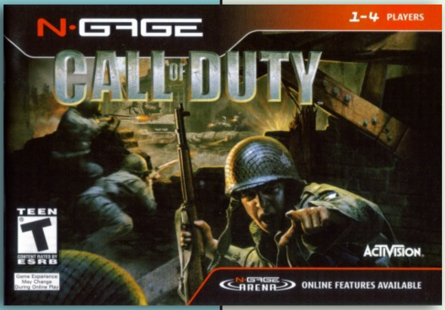
Bomberman

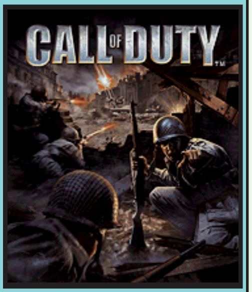
Developer	Hudson Soft
Publisher	Hudson Soft, Nokia
Release date	(eu) July 23, 2004
Genre	Puzzle, Action
Mode	1-2 Players

Bomberman closely follows the series' original formula and has a technical presentation similar to the 16bit-versions.

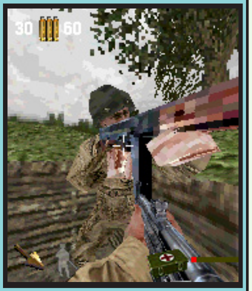
Gameplay involves strategically placing down bombs, which explode in multiple directions after a certain amount of time, in order to destroy obstacles and kill enemies and other players. The player can pick up various power-ups, giving them benefits such as larger explosions or the ability to place more bombs down at a time. The player is killed if they touch an enemy or get caught up in a bomb's explosion, including their own, requiring players to be cautious of their own bomb placement.

Besides single-player (eight worlds with four levels plus one boss stage each) there are also five multiplayer maps where two players can fight each other.


N-GAGE
1-4 PLAYERS
CALL OF DUTY
TEEN
ACTIVISION
N-GAGE ARENA ONLINE FEATURES AVAILABLE


CALL OF DUTY

Mission Objectives
Cover Moody



N P 6.4

Call of Duty

Developer	OmegaSoft
Publisher	Nokia
Release date	(eu) November 10, 2004
Genre	First-person shooter
Mode	1-4 Players

Call of Duty for N-Gage is not a straightforward port of the original 2003 PC game, as the set of levels and the engine used are different, accommodated for the restrictions of the mobile device. The basic idea is still the same: alone or with the help of comrades players must shoot Nazis and complete objectives in a war-torn Europe during World War 2. As in the original campaign, here players can also partake in the action as U.S., British or a Russian soldiers during various missions.

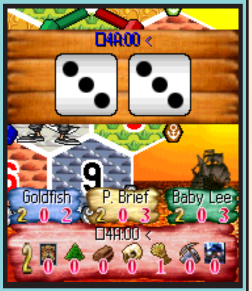
The game follows the basic concepts of a 3D Shooter, just as the PC version: players can run, look up and down, use ironsights, array of WW2 weaponry and help of their squadmates to an extent. There are eleven maps in total, plus some that are used in multiplayer games that could support up to four players.

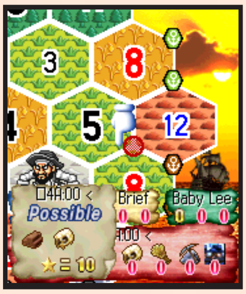
"mobygames.com"

N-GAGE
1-4 SPIELER
Catan
CAPCOM
N-GAGE ARENA ONLINE-FUNKTIONEN STEHEN ZUR VERFÜGUNG

A Game of Discovery, Settlement and Trade
Catan
Press the Key 5 to start

single-player
QUESTS
Longest road 1
?????????????
Largest army 1
?????????????
?????????????
Blitz Tactics 1
?????????????
?????????????
Back


04:00
9
Goldfish
P. Brief
Baby Lee


3
8
5
12
04:00
Possible
Brief
Baby Lee
10

N P 7.5

Catan

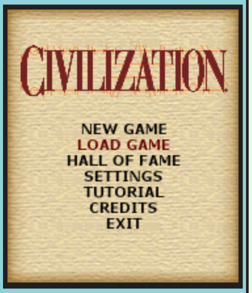
Developer	thinkArts
Publisher	Capcom
Release date	(eu) September 22, 2005
Genre	Board game
Mode	1-4 Players

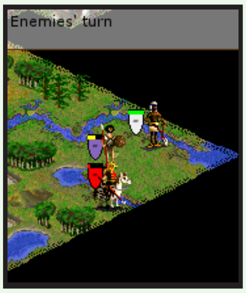
Catan is a handheld implementation of the board game Settlers of Catan. There is a flat board with the game world divided on a number of hexagons. The goal of the game is to reach ten Victory points that are earned by having settlements, point cards and some other conditions, however there could be other goals in this version. Every turn players can either build roads, settlements and cities or expand onto over territories, which also produce different resources needed for construction. Resources could be either purchased for Settlement cards or traded with other players.

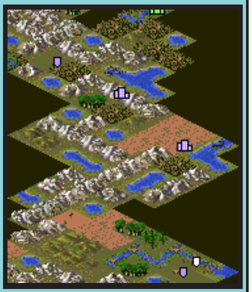
The N-Gage version, besides the traditional board game rules, also features a multi-stage tournament and a quest-mode with a number of different objectives, including a multiplayer option for up to four players.

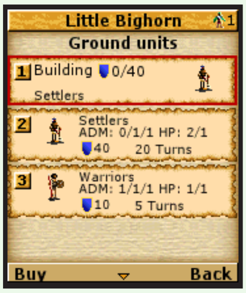
"mobygames.com"

N·GAGE
CIVILIZATION
3+
www.pegi.info
ATARI


CIVILIZATION
NEW GAME
LOAD GAME
HALL OF FAME
SETTINGS
TUTORIAL
CREDITS
EXIT


Enemies' turn




Little Bighorn
1
Ground units
1 Building 0/40
Settlers
2 Settlers
ADM: 0/1/1 HP: 2/1
40 20 Turns
3 Warriors
ADM: 1/1/1 HP: 1/1
10 5 Turns
Buy
Back

8.2

Civilization

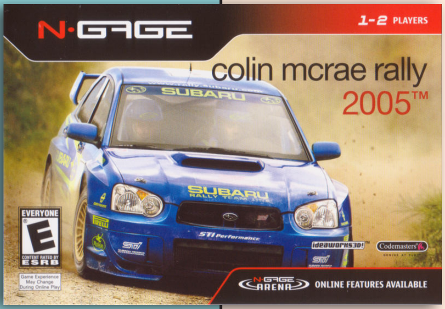
Developer	Gryphondale Studios
Publisher	Atari Interactive
Release date	(us) February 24, 2006
Genre	Turn-based strategy
Mode	1 Player

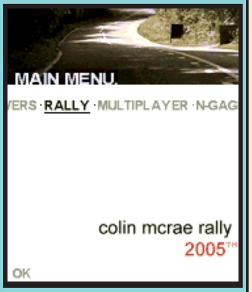
Civilization for N-Gage is a handheld version of the strategy series. However, it's not a port of any existing episodes, but a separate entry based on the rules of the second and the third games. Graphically, it's also similar to Civilization II, however the interface was adapted for device' much smaller screen size and resolution, as well as for its cell phone-like keyboard.

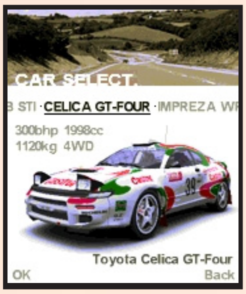
The goal of the game is the same - to advance the society from the stone age to the space age, destroying the opponents or signing diplomatic treaties on the way. There are twenty one different civilizations to choose from, and generally the list of features is the same. There's a full Civilopedia and tutorial available as well.

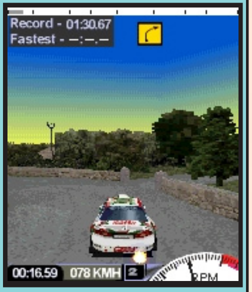
Unlike most of other N-Gage titles, there are no multiplayer features in Civilization.

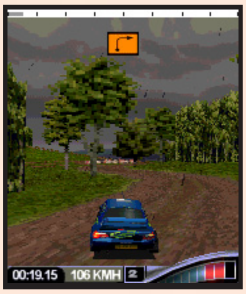
"mobygames.com"


N·GAGE
1-2 PLAYERS
colin mcrae rally
2005™
SUBARU
EVERYONE
E
ESRB
N-GAGE ARENA
ONLINE FEATURES AVAILABLE


MAIN MENU
ERS · RALLY · MULTIPLAYER · N-GAG
colin mcrae rally
2005™
OK


CAR SELECT
3 STI · CELICA GT-FOUR · IMPREZA W
300bhp 1998cc
1120kg 4WD
Toyota Celica GT-Four
OK
Back


Record - 01:30.67
Fastest - --:--.--
00:16.59
078 KMH
2
RPM


00:19.15
106 KMH
2

8.3

Colin McRae Rally 2005

Developer	Ideaworks3D
Publisher	Codemasters
Release date	(eu) November 5, 2004
Genre	Racing
Mode	1-2 Players

Colin McRae Rally 2005 is a racing game originally developed and published by Codemasters and released for several systems. It is the fifth game in the Colin McRae Rally series.

Players can race in locations around the world, over 60 stages in eight different countries. They can choose from several real life car models, and tune them up to match the conditions. The game simulates different road types, weather conditions, and the physics of car handling. The locations and the cars are all taken from real life.

The N-Gage version reused stages from Colin McRae Rally 2.0. This version was also nominated for a BAFTA in the Handheld category.

The game received "favourable" reviews according to Metacritic.

N-GAGE
1-4 PLAYERS
CRASH
NITRO KART
N-GAGE ARENA
ONLINE FEATURES AVAILABLE

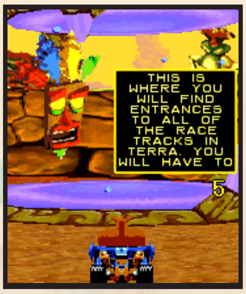
6.4

Crash Nitro Kart

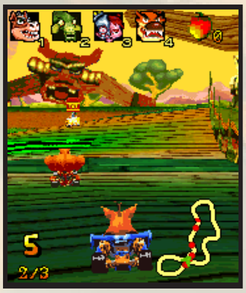
Developer	Vicarious Visions
Publisher	Vivendi Universal Games
Release date	(eu) June 30, 2004
Genre	Racing
Mode	1-4 Players

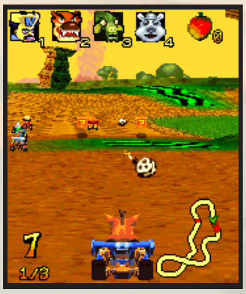
CRASH
NITRO KART

Crash Nitro Kart ©2004 Universal Interactive, Inc. Crash Bandicoot and related characters are TM and ©Universal Interactive, Inc. All rights reserved.



THIS IS WHERE YOU WILL FIND ENTRANCES TO ALL OF THE RACE TRACKS IN TERRA. YOU WILL HAVE TO





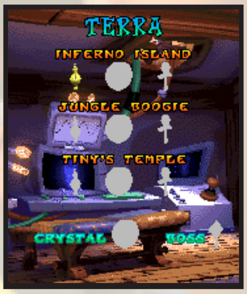
Crash Nitro Kart is a racing game originally developed by Vicarious Visions and published by Universal Interactive for the Game Boy Advance, GameCube, PlayStation 2 and Xbox. It was the last Crash Bandicoot game released under the Universal Interactive label, which parent company Vivendi would scrap after the release of this game, in favour of their new company, Vivendi Universal Games. The game is the ninth installment in the Crash Bandicoot series and an indirect sequel to Crash Team Racing.

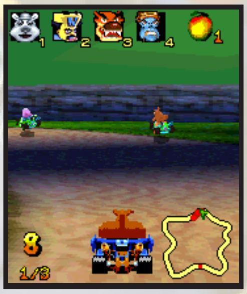
The game's story centres on the abduction of Crash Bandicoot, along with other characters in the series, by the ruthless dictator Emperor Velo XXVII. Threatening to destroy the Earth if they refuse, he forces them to race in his gigantic coliseum for the entertainment of his subjects.

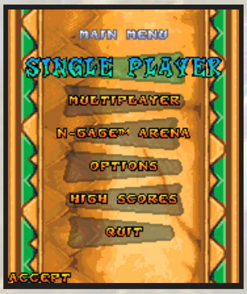
Crash Nitro Kart is a racing game in which the player controls characters from the Crash Bandicoot universe, most of whom race in karts. While racing, the player can accelerate, steer, reverse, brake, hop or use weapons and power-ups. The player can obtain a weapon or power-up by driving through a crates and breaking it apart.

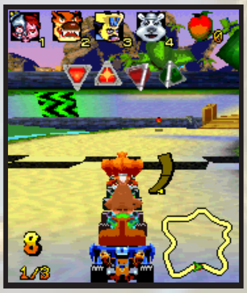
The N-Gage version features the same characters/teams and story and has the same adventure mode as the console games. Tracks have the same names as their console counterparts but have been drastically redesigned to work on the portable screens. The game utilises 2D sprites as opposed to the console game's 3D models, and also lacks the FMVs featured in the console game.

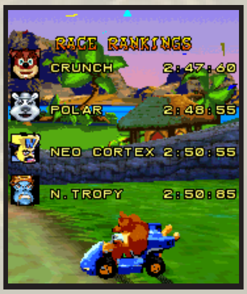
The N-Gage version received middling reviews. Levi Buchanan of IGN, in a positive review, praised the game's large selection of characters, tracks and gameplay modes. Ryan Davis of GameSpot commended the game for its fundamentally solid gameplay, smooth and sharp graphics and the amount of *"stuff to do"*, but stated that *"the narrow field of vision has a dramatically negative effect on the whole experience, cross-canceling many of the game's positive traits."* Louis Bedigian of GameZone felt that *"the variety of courses, power-ups, and the decent sense of speed are not enough to make up for a camera, which literally makes you feel sick."* [56] Justin Leeper of GameSpy criticized the chuggy











CRUNCH 2:47:60
POLAR 2:48:55
NEO CORTEX 2:50:55
N. TROPY 2:50:85

N-GAGE
2-4 PLAYERS
ONLY ON N-GAGE
The Elder Scrolls Travels
SHADOWKEY
TEEN
Vir2L

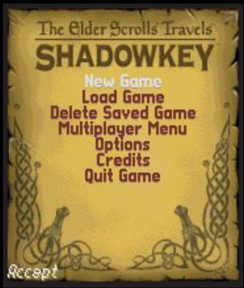
N P 5.9

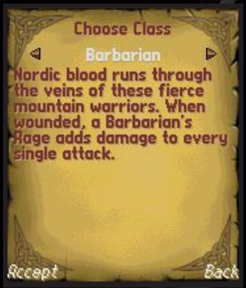
The Elder Scrolls Travels: Shadowkey

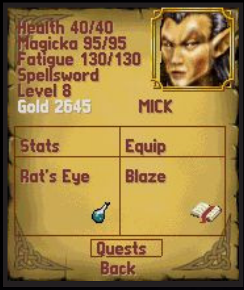
Developer	TKO Software, Vir2L Studios
Publisher	Bethesda Softworks, Vir2L Studios
Release date	(eu) November 11, 2004
Genre	Role-playing game
Mode	1-4 Players

The Elder Scrolls Travels: Shadowkey is a role-playing game developed exclusively for N-Gage in the style and scope of its fellow The Elder Scrolls games. It is one of four mobile The Elder Scrolls Travels games and is co-published and produced by TKO Software and Vir2L Studios, the sister company of Bethesda Softworks. It features compressed versions of songs from The Elder Scrolls III: Morrowind soundtrack.

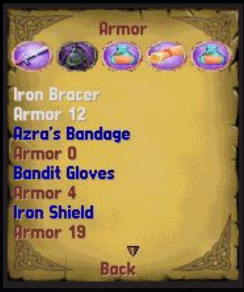
The player is an unnamed hero whose village has safely remained just out of reach of the War of Bend'r-Mahk, but now danger strikes from another direction. The player must save the village from marauders who are but pawns in the struggle to capture Shadowmage Skelos Undriel - a piece in a darker and more sinister game. The player will journey through rugged terrain, despoiled temples, bandit lairs, and murderous caverns, fight many foes in their search for the power of the Shadowkeys and the Star Teeth, and the journey will lead the player to the Crypt of Hearts to face the ultimate test.


The Elder Scrolls Travels
SHADOWKEY
New Game
Load Game
Delete Saved Game
Multiplayer Menu
Options
Credits
Quit Game
Accept


Choose Class
Barbarian
Nordic blood runs through the veins of these fierce mountain warriors. When wounded, a Barbarian's Rage adds damage to every single attack.
Accept
Back

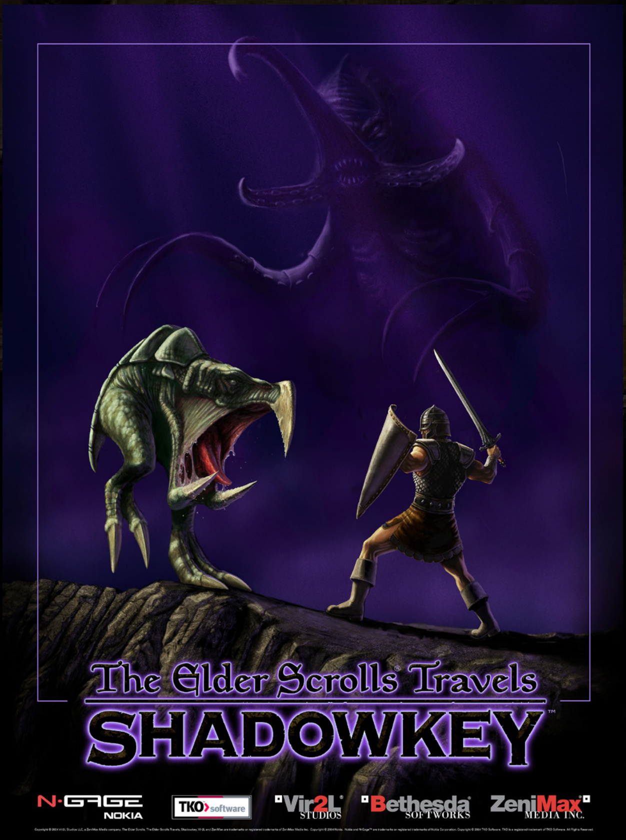

Health 40/40
Magicka 95/95
Fatigue 130/130
Spellsword
Level 8
Gold 2645
MICK
Stats
Equip
Rat's Eye
Blaze
Quests
Back

Choose Gender
Accept
Back

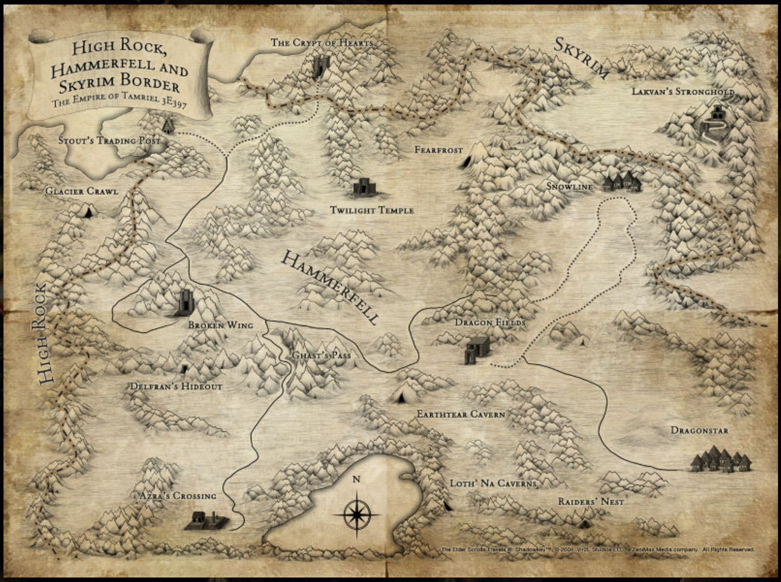

Armor
Iron Bracer
Armor 12
Azra's Bandage
Armor 0
Bandit Gloves
Armor 4
Iron Shield
Armor 19
Back

Following the successes of the PC versions in the Elder Scrolls series, Shadowkey mimics most of the hallmarks apparent in its PC variants. Shadowkey is a first-person action RPG that lets players do just about anything in the game world they want without being tied too tightly to a plot.

Featuring 18 separate areas with 65 different monsters, this game is quite small in comparison to the main Elder Scrolls games. A wide range of classes can be chosen which follows through with what one would expect from the series. Assassin, Barbarian, Spellsword, Rogue, Thief, etc give the player a wide variety of play styles. Aside from the 9 possible classes, players also have a choice of 8 different races, each with different strengths and weaknesses.



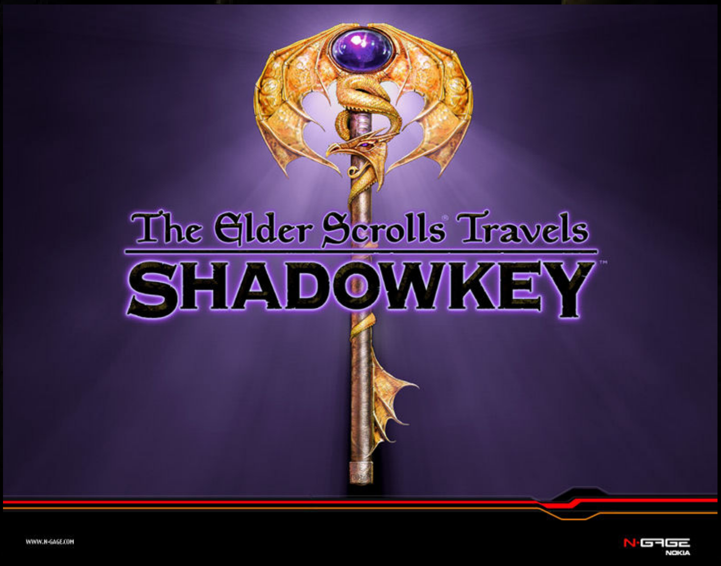
The game is structured around missions and jobs players will receive from characters in the game. Some will require them to kill a certain person or creature, while others will require them to find a certain item. As players progress through the game they will acquire more powerful equipment and spells to accomplish more difficult goals as they travel to new areas.

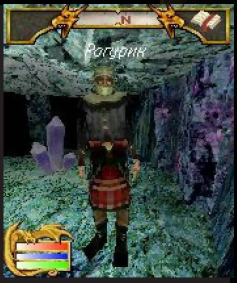

High Rock, Hammerfell and Skyrim Border
The Empire of Tamriel 3E397
The Crypt of Hearts
Skyrim
Lakvan's Stronghold
Stout's Trading Post
Fearfrost
Glacier Crawl
Twilight Temple
Snowline
Hammerfell
High Rock
Broken Wing
Dragon Fields
Ghast's Pass
Delfran's Hideout
Earthtear Cavern
Dragonstar
N
Azra's Crossing
Loth' Na Caverns
Raiders' Nest

This installment of The Elder Scrolls Travels series takes place around where the borders of Skyrim, Hammerfell, and High Rock meet, although the majority of the game takes place in Hammerfell, making it the largest location of any game in the Travels series. The terrain is heavily mountainous, and much of the game is spent navigating the high peaks of the Druadach and Wrothgarian mountains.

This game is one of the few games in the series that features multiplayer (1-4 player co-operative gameplay), if one player dies in another player's world, they're kicked from the game.

The Elder Scrolls Travels: Shadowkey received generally mixed reviews from critics, and holds a score of 56% on GameRankings and a score of 59 on Metacritic. Avery Score of GameSpot criticised the game's controls, combat system and short draw distance, feeling the gameplay to be *"crippled"* by N-Gage's technological limitations. He also dismissed the storyline as *"unremarkable"*, but praised the game's co-op multiplayer mode and the use of the soundtrack from Morrowind.


The Elder Scrolls Travels
SHADOWKEY
WWW.N-GAGE.COM
N-GAGE
NOKIA



Укрытие Дельфрана

"mobygames.com"
"elderscrolls.fandom.com"

N-GAGE
EA SPORTS
FIFA
SOCCER
2004
EVERYONE
FIFA

EA SPORTS
FIFA
2004
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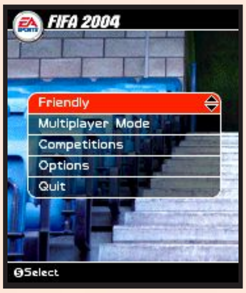
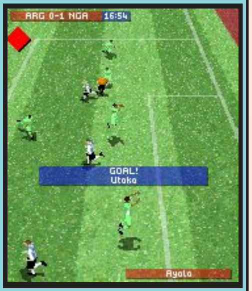
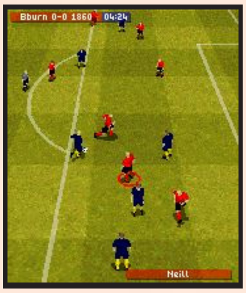

FIFA 2004
Friendly
Multiplayer Mode
Competitions
Options
Quit
Select


ARG 0-1 NGA 16:54
GOAL!
Utaka
Ayala


Bburn 0-0 1860 04:24
Neill

N P 7.2

FIFA Football 2004

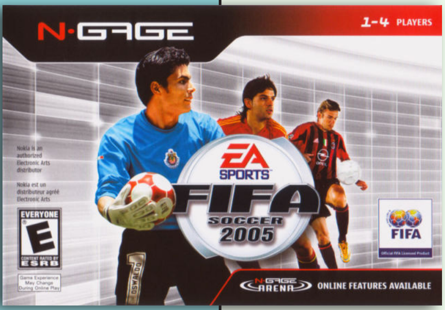
Developer	Electronic Arts Canada, Exient Entertainment
Publisher	Electronic Arts
Release date	(eu) December 24, 2003
Genre	Sports
Mode	1-2 Players

FIFA Football 2004, also known as FIFA Soccer 2004 in North America, is the eleventh game in the FIFA soccer series.

The N-Gage version of FIFA 04 feature a fairly simple but mostly balanced gameplay system and a large roster of playable teams. The game is similar to the Game Boy Advance version. However this version have 3D stadiums while the players are in 2D.

The controls are simple to use. Players can pass the ball using the 7 key, and they can shoot and tackle by pressing 5. The 8 key lets them hard tackle and perform a lob pass, and the 4 key gives them a quick burst of speed.

The game also features Bluetooth support for two players, who can play competitively or cooperatively.


N-GAGE
1-4 PLAYERS
EA SPORTS
FIFA
SOCCER
2005
EVERYONE
FIFA
N-GAGE ARENA
ONLINE FEATURES AVAILABLE

EA SPORTS
FIFA
2005
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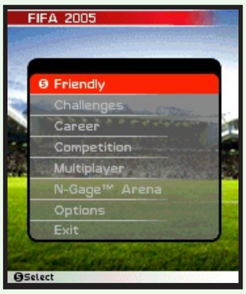
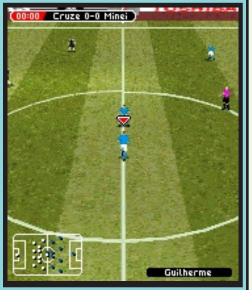
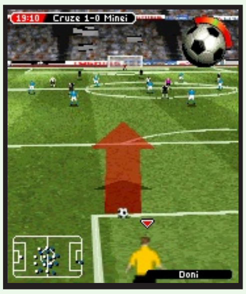

FIFA 2005
Friendly
Challenges
Career
Competition
Multiplayer
N-Gage™ Arena
Options
Exit
Select


00:00 Cruze 0-0 Minei
Guilherme


19:10 Cruze 1-0 Minei
Doni

N P 7.9

FIFA Football 2005

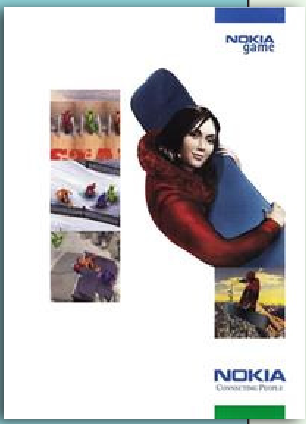
Developer	Electronic Arts Canada, Exient Entertainment
Publisher	Electronic Arts
Release date	(eu) October 27, 2004
Genre	Sports
Mode	1-4 Players

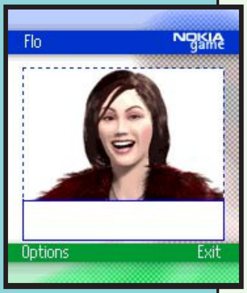
FIFA Football 2005 for the N-Gage has a lot more in common with its PC and console counterparts than the previous N-Gage release.

The game feature 500-plus real-life teams, with up-to-date team rosters, and home and away uniforms for each team.

The game also feature a new career mode. After choosing a team to take charge of, the career mode will challenge players to complete five seasons as a player-manager whose responsibilities off the field are limited to team selection and tactical decisions. The only other concerns as a manager are: to improve the prestige rating by winning games as convincingly as possible, and to meet objectives set by the chosen team's board of directors for each season.

"JustinCalvert@gamespot.com"


NOKIA game
NOKIA
Connecting People


Flo
NOKIA game
Options
Exit

Flo Boarding

P

Developer	Housemarque
Publisher	Nokia
Release date	(eu) October 7, 2003
Genre	Sports, Miscellanious
Mode	1-4 Players

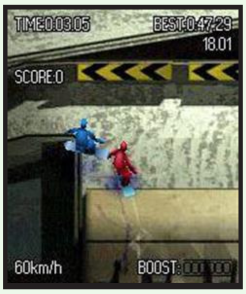
Flo-Boarding is a cut version of Supreme Snowboarding (known as Boarder Zone in the United States), a Windows and Game Boy Color game released in 1999.

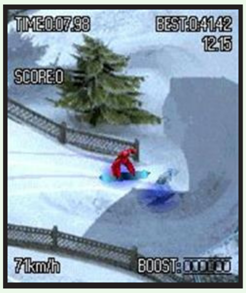
The game's core is built around three major game modes: Arcade, where players strive to obtain a high score. The second mode consists of jumping in either a slope or a half-pipe; with competitors divided into three classes based on performance. In the third mode players compete in slalom and trick competitions and races.

The N-Gage version also includes a chat app where users can talk to a chat-bot called Flo.

The game came packaged into every UK/German N-Gage device in 2003, becoming the first game to be bundled together with the phone.

NOKIA game
Flo Boarding
Press any key to continue


TIME:0:03.05
BEST:0:47.29
18.01
SCORE:0
60km/h
BOOST:


TIME:0:07.98
BEST:0:41.42
12.15
SCORE:0
71km/h
BOOST:

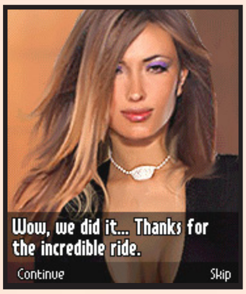
N-GAGE
1-4 PLAYERS
ONLY ON N-GAGE
GLIMMERATI
M
BUGBEAR
NOKIA
ONLINE FEATURES AVAILABLE

Glimmerati

N P 8.2

Developer	Bugbear Entertainment
Publisher	Nokia
Release date	(eu) July 7, 2005
Genre	Racing
Mode	1-4 Players

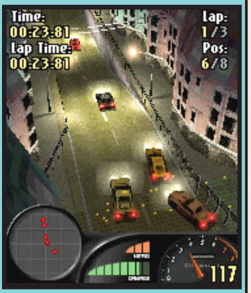
GLIMMERATI

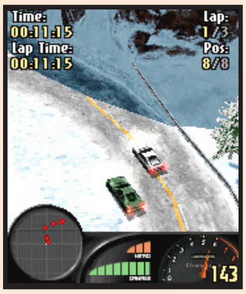

Wow, we did it... Thanks for the incredible ride.
Continue
Skip

Glimmerati is a story-driven arcade racing game with N-Gage exclusive features. The game has a branching storyline setup in the lifestyle of luxury cars, fast boats, parties and supermodels.

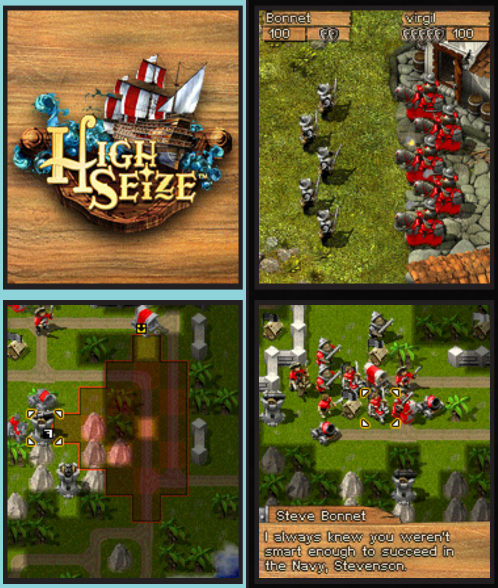
The branching story mode has a variety of different mission types from races to music video shoots. The game includes a Club Card feature, in which are recorded the best lap times, highest scores, rewards and diary entries from the story. Club Cards could be uploaded and downloaded for player comparison from the global ranking server, N-Gage Arena.

Glimmerati also features a quick race game mode, a time trial game mode with a global ranking list and up to four player bluetooth game mode.


Time:
00:23:81
Lap Time:
00:23:81
Lap:
1/3
Pos:
6/8
117


Time:
00:11:15
Lap Time:
00:11:15
Lap:
1/3
Pos:
8/8
143

N-GAGE
1-4 PLAYERS
ONLY ON N-GAGE
HIGH SEIZE
TEEN
RedLynx
NOKIA
N-GAGE ARENA ONLINE FEATURES AVAILABLE


HIGH SEIZE
Bonnet
100
virgil
100

Steve Bonnet
I always knew you weren't smart enough to succeed in the Navy, Stevenson.

N P 8.7

High Seize

Developer	RedLynx
Publisher	Nokia
Release date	(eu) October 13, 2005
Genre	Turn-based tactics
Mode	1-4 Players

High Seize is a turn-based pirate adventure and war game set in the 17th century Caribbean. The gameplay is similar to the Advance Wars series on the Gameboy Advance and Nintendo DS - a stream-lined strategy game that is divided to missions.

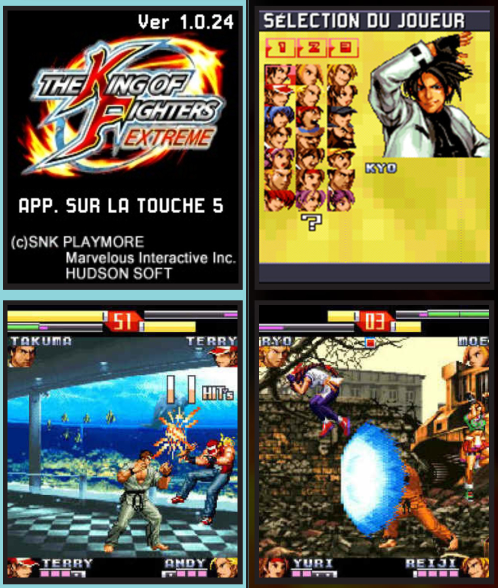
High Seize includes a single player story mode with cut-scenes and voice-over audio, and an upper level game-play mode of sailing and character development.

The game supports 2-4 player multiplayer over a Bluetooth connection and in the Nokia N-Gage Arena via a GPRS connection. The multiplayer can also be played on one device with the hotseat mode.

The game received "generally favorable reviews" according to Metacritic.

"mobygames.com"

N-GAGE
1-2 PLAYERS
ONLY ON N-GAGE
THE KING OF FIGHTERS EXTREME
TEEN
SNK PLAYMORE
HUDSON


Ver 1.0.24
THE KING OF FIGHTERS EXTREME
APP. SUR LA TOUCHE 5
(c)SNK PLAYMORE
Marvelous Interactive Inc.
HUDSON SOFT
SELECTION DU JOUEUR
KYO
51
TAKUMA
TERRY
HITs
TERRY
ANDY
03
RYO
MOE
YURI
REIJI

N P 8.0

The King of Fighters Extreme

Developer	Hudson Soft
Publisher	SNK Playmore
Release date	(eu) January 12, 2005
Genre	Fighting
Mode	1-2 Players

King of Fighters Extreme is a N-Gage release based on the GameBoy Advance game, The King of Fighters EX: Neo-Blood. The game is part of the long-running 2D fighting game series that first appeared in 1994.

The N-Gage version gives players the option to choose from 21 characters from the original arcade version and console games (although with no new additions), and can be played solo or in vs. mode over Bluetooth.

There are four different game modes, including the addition of Legendary Franchise. Extras through Bluetooth include high score ranking and 3 additional unlockable levels. Through N-Gage Arena, players could also access wallpaper, character biographies, hints, tips, tricks and vote on character polls.

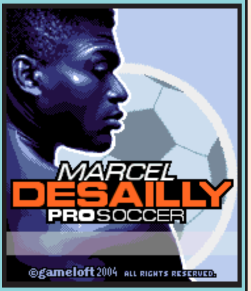
"ign.com"

N-GAGE
MARCEL DESAILLY PRO SOCCER
EVERYONE E
2 PLAYERS
gameloft

N P 4.8

Marcel Desailly Pro Soccer

Developer	G Artist
Publisher	Gameloft
Release date	(na) April 28, 2004
Genre	Sports
Mode	1 (-2) Player(s)


MARCEL DESAILLY PRO SOCCER
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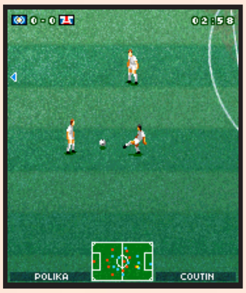
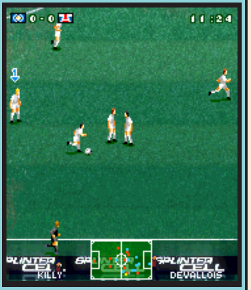
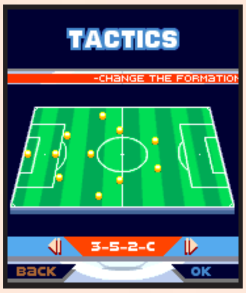

0 - 0
02:58
POLIKA
COUTIN


0 - 0
11:24
KILLY
DEVALLOIS


TACTICS
-CHANGE THE FORMATION
3-5-2-C
BACK
OK

Marcel Desailly Pro Soccer was developed and published by Gameloft for mobile phones and the N-Gage. The title is licensed by French soccer player Marcel Desailly.

Standard rules of international soccer apply and the player controls one team member at a time. The game features 32 national and 32 club teams and they can be played in several game modes including Friendly (single game), Cup, League, and Career modes. In the Career mode the players must form a competitive team and try to reach the top position of the division. The player can also perform transfers between games. The game has a managerial dimension too as the player can substitute tired or badly performing team members between and during games.

"mobygames.com"

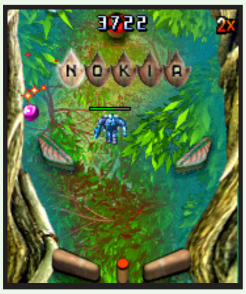
N-GAGE
1-2 PLAYERS
ONLY ON N-GAGE
MILE HIGH PINBALL
TEEN T
NOKIA
N-GAGE ARENA ONLINE FEATURES AVAILABLE

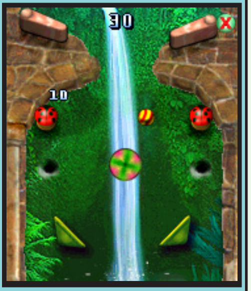
N P 8.4

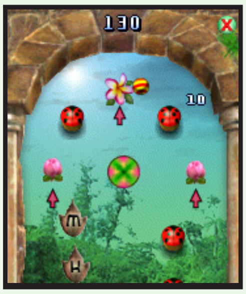
Mile High Pinball

Developer	Bonus.com, Ideaworks3D
Publisher	Nokia
Release date	(eu) October 2005
Genre	Pinball
Mode	1-2 Players

MILE HIGH PINBALL

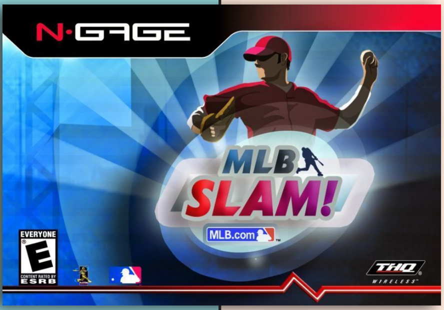

3722
2X
NOKIA

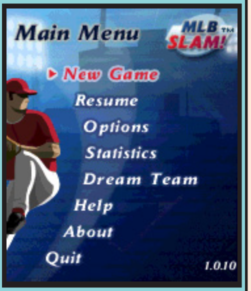




Mile High Pinball is a late 2005 pinball game. Unlike most pinball games, the object of the game is not to score points. Instead, players must keep bouncing their ball higher and higher, into different pinball tables. Players also cannot "lose" balls by missing them with the paddles and letting them fall - instead, if a player fails to successfully hit the ball, they drop down one level. There are also positive and negative powerups on the tables that players may pick up to boost or reduce their abilities. In addition, players collect a form of currency that they can use to buy items in the store.

Multiplayer, however, does use a points system. In ranked matches, finishing a round with the most points gives the player one ranking point, which is tracked and published to a leader board, showing the highest ranked players.


N-GAGE
MLB SLAM!
MLB.com
EVERYONE
E
ESRB
THQ
WIRELESS


Main Menu
MLB SLAM!
New Game
Resume
Options
Statistics
Dream Team
Help
About
Quit
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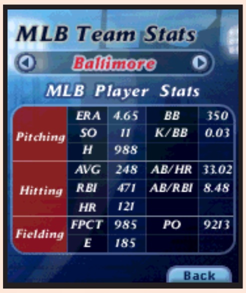
MLB Team Stats
Baltimore
MLB Player Stats
Back

Pitching	ERA	4.65	BB	350
	SO	11	K/BB	0.03
	H	988		
Hitting	AVG	248	AB/HR	33.02
	RBI	471	AB/RBI	8.48
	HR	121		
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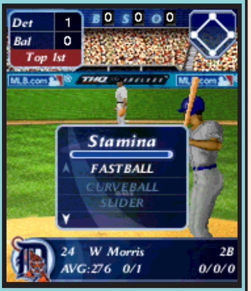
	E	185		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FASTBALL
CURVEBALL
SLIDER
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AVG:276 0/1 0/0/0

N P

MLB Slam!

Developer Hexacto Games
Publisher THQ Wireless
Release date (na) October 31, 2003
Genre Sports
Mode 1 (-2) Player(s)

MLB Slam! is an MLB-licensed baseball game that offers six game modes. It uses the MLB statistics of the 2003 season based on the league standings as of 26th August of that year and all 30 teams.

In Quick Match a quick game can be played with randomly assigned teams. Spring Training is similar, but there the teams can be chosen. Full Season is the main game mode with a season 162 games. It follows the 2003 schedule and includes all inter-league games and the World Series. The three remaining game modes are World Series, Homerun Derby and 2 Player Game.

As in most baseball titles a game is split up into different phases, each with their own controls for hitting, running, pitching and fielding.

"mobygames.com"

N-GAGE
motogp
EVERYONE
E
ESRB
THQ
WIRELESS

Appuie sur <5> pour commencer.

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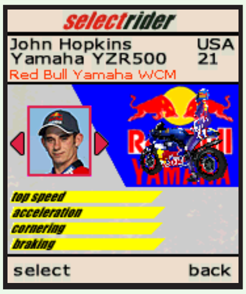
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braking
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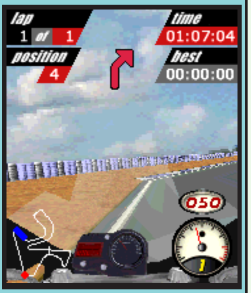
back

John Hopkins USA
Yamaha YZR500 21
Red Bull Yamaha WCM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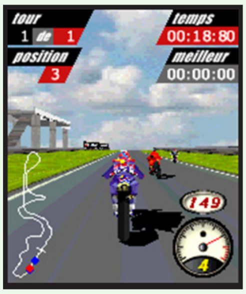
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meilleur
00:00:00
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N P 5.7

MotoGP

Developer THQ Wireless
Publisher Nokia
Release date November 10, 2003
Genre Racing
Mode 1 (-4) Player(s)

MotoGP is a motorcycle racing game based on the PC and console series by THQ and international championship of the same name. There are several licensed real world teams with fifteen different riders and several motorcycles to choose from. Some are not available from the beginning and have to be unlocked by completing courses. There are totally seven of them, advertised as based on real circuits around the world.

Included game modes are Grand Prix, time trials, single races and,, exclusively for N-Gage, wireless multiplayer for up to four players using Bluetooth connection.

A unique feature to this particular version is a simple track editor, where players can construct new racing stages from scratch, using top-down view and various turns.

"mobygames.com"

This is where
I left Kate, Lucy and Michelle
begging for more.

N-GAGE
NOKIA

Bluetooth multiplayer gaming.

ANYWHERE'S GAME

This is where
I snapped.
NOKIA
N·GAGE

EA SPORTS
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NCAA® Football 2004 now on N-Gage. Emotional upsets, legendary rivalries. No other football game delivers the spirit, atmosphere, and emotion of college football that allows you to test your skill against machine or man, wirelessly. This is the most advanced mobile football experience available. **n-gage.com**

N·GAGE anyone anywhere
NOKIA

EB GAMES

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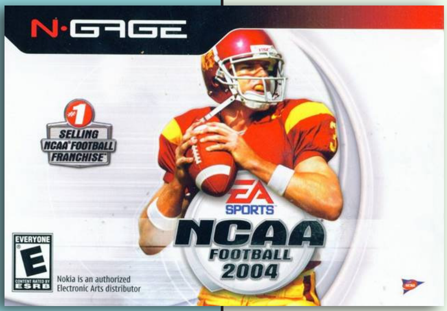
N-GAGE
#1 SELLING NCAA FOOTBALL FRANCHISE
EA SPORTS
NCAA FOOTBALL 2004
EVERYONE E
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NCAA FOOTBALL 2004
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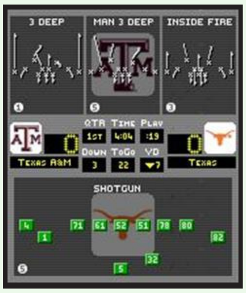
3 DEEP
MAN 3 DEEP
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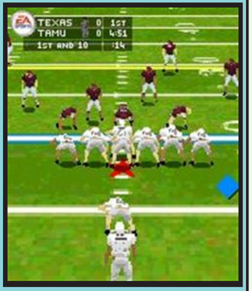
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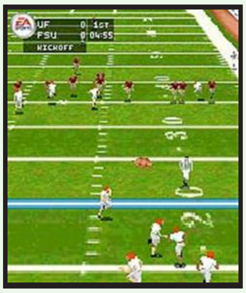

UF 0 1ST
FSU 0 4:55
KICKOFF

6.5

NCAA Football 2004

Developer	Exient Entertainment
Publisher	Electronic Arts
Release date	(na) December 10, 2003
Genre	Sports
Mode	1 (-2) Player(s)

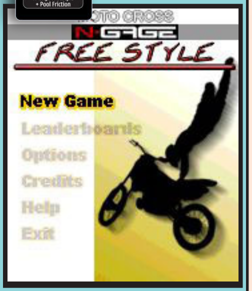
The N-Gage version follows the same rules as the console releases: it's an American football "simulator" where players can choose a team from a vast roster corresponding with the 2003 season, pick strategies from a number of offensive and defensive plays and then command the players on the field. Also, players can take a look at some of the historical teams and games.

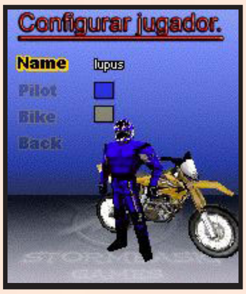
The N-Gage game has a totally different graphical engine than the console releases: instead of a fully 3D world, only the field is polygonal and sprites are used for the players models. The Dynasty mode is missing from this version. Instead there are only quick play and season modes. There is also a one-on-one Bluetooth multiplayer and a bowl game called Nokia Sugar Bowl National Championship.

"mobygames.com"

N-GAGE QD
MILLION DOLLAR BABY
N-Gage Freestyle
Pool Friction

MILLION DOLLAR BABY
POOL FRICTION


MOTO CROSS
N-GAGE
FREE STYLE
New Game
Leaderboards
Options
Credits
Help
Exit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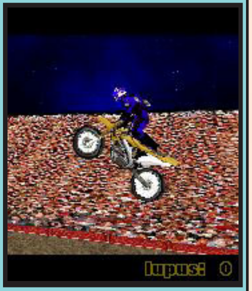
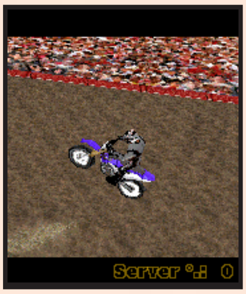
Pilot
Bike
Back





N-Gage Freestyle

Developer	StormBASIC Games
Publisher	Nokia
Release date	(eu) 2005
Genre	Sports
Mode	1 Player

It looks like N-Gage Freestyle only came with a Spain-only released bundle. Two bundles were released in Spain in late 2005. Both bundles contained an N-Gage, a movie on a memory card, two games (Pool Friction and N-Gage Freestyle). Each bundle contained either an external speaker to attach to the top of the system or an adapter that allows users to use two memory cards without removing one of them to insert a new one.

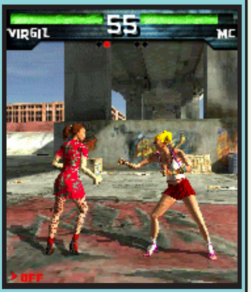
N-Gage Freestyle is supposedly a arcade racing game where the goal is to do tricks with a dirt bike. It is based on the real Nokia N-Gage Freestyle Motocross event. The game also feature 15 different jumps to unlock and an online service where players could post their scores.

The game plays more like a mini-game or a demo than a retail release.

N-GAGE
1-2 PLAYERS
ONLY ON N-GAGE
TEEN
NOKIA
N-GAGE ARENA ONLINE FEATURES AVAILABLE

ERASE DATA
PLAY
YOUR FIGHTER
OFF

SELECT TOP
SELECT
BACK
OFF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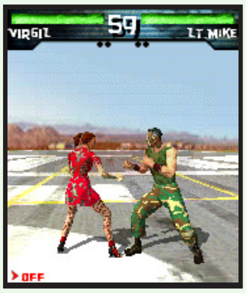
VIRGIL
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LT MIKE
OFF

N P 7.2

ONE

Developer	Digital Legends
Publisher	Nokia
Release date	(na) October 13, 2005
Genre	Fighting
Mode	1-2 Players

ONE (also known as ONE - Who's Next?) is a 3-D fighting game set in an urban environment. It was developed by Spanish studio Digital Legends.

The game features single player and local multiplayer modes via Bluetooth. Single-player games can be played in a Story, Survival, Training and Versus mode. The player can fight with only one type of character, but new moves are unlocked gradually by progressing through the Story mode, along with more customization options.

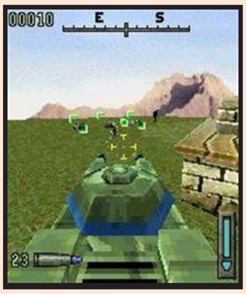
ONE has an extensive character customization. Players can choose from different outfits, skin tones, body features and colors.

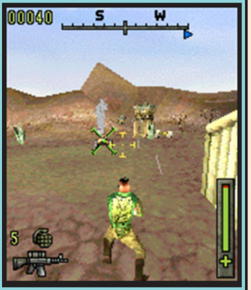
The player's ELO score could be uploaded using the N-Gage Arena feature to compare rankings worldwide.

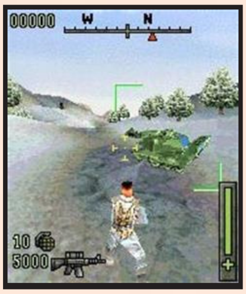
"mobygames.com"

N-GAGE
1-4 PLAYERS
ONLY ON N-GAGE
OPERATION SHADOW
12+
NOKIA
www.pegi.info
N-GAGE ARENA ONLINE FEATURES AVAILABLE

OPERATION SHADOW
Appuyez sur une touche pour commencer
Operation Shadow Version 1.19



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N P 4.8

Operation Shadow

Developer	Torus Games
Publisher	Nokia
Release date	(eu) September 29, 2004
Genre	Action-adventure
Mode	1-4 Players

Operation shadow is a military based action game developed by Torus for the N-Gage. The game is played from a top down perspective with 3D environments. The main character is able to collect multiple weapons including grenades and rocket launchers. He is also able to enter vehicles including tanks and hummers.

The game is set in multiple arenas each with set objectives usually located along a linear path. Objectives include destroying satellite relays to rescuing prisoners and ambushing convoys.

The story progress through faux news cut scenes which explain the escalation of the fictional war and conversation between the main character and his general (all in subtitles and still images).

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Are you ready to have a threesome in the back of a cab?

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N-GAGE
N-GAGE

Approximate size

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N-GAGE
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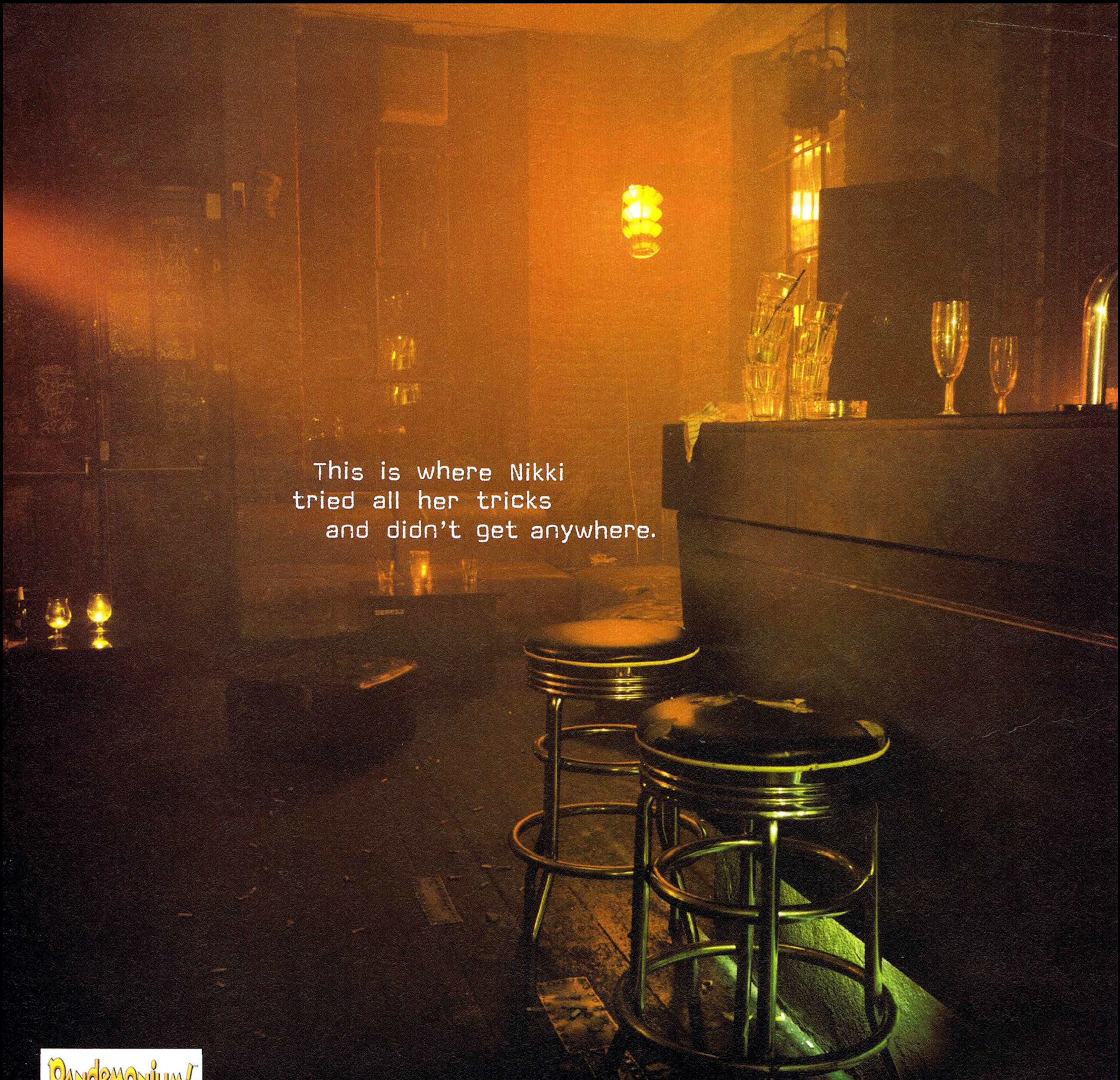
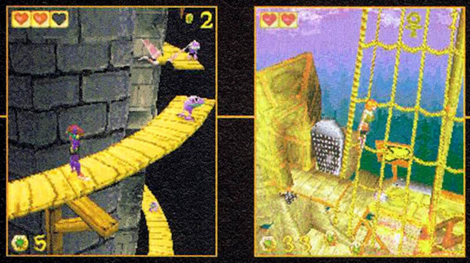
Multiplayer network gameplay and data transmission speeds dependent upon operator network capabilities and other conditions. Copyright © 2003 Nokia. All rights reserved. Nokia and N-Gage are trademarks or registered trademarks of Nokia Corporation. Bluetooth is a registered trademark of Bluetooth SIG, Inc. The Nokia N-Gage mobile game deck supports Bluetooth Specification 1.1 ("Handsfree Audio" and "Object Push Data") profiles. Contact the manufacturer of each Bluetooth device for information on compatibility. Other company names mentioned herein may be trademarks or trade names of their respective owners.



Pandemonium!



N-GAGE ARENA

Pandemonium™ now on N-Gage™ Nikki is back with a vengeance in a Bluetooth, wireless multiplayer 3D-action adventure. Experience the revolution in online mobile gaming with N-Gage™ Arena. Online features: Shadow Gaming, Tips & Hints, Game Extras, Walkthroughs. **n-gage.com**

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NOKIA

anyone
anywhere

G8+ eidos CRYSTAL DYNAMICS idea works3d!

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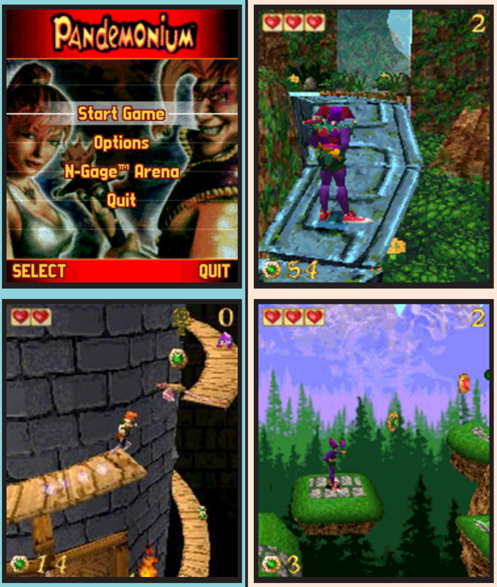
N-GAGE™ ARENA
ONLINE SERVICES AVAILABLE
Pandemonium!
EVERYONE
idea works3D
eidos


Pandemonium
Start Game
Options
N-Gage™ Arena
Quit
SELECT
QUIT

N P 6.1

Pandemonium!

Developer	Ideaworks3D
Publisher	Eidos Interactive
Release date	(na) October 6, 2003
Genre	Platformer
Mode	1 (-2) Player(s)

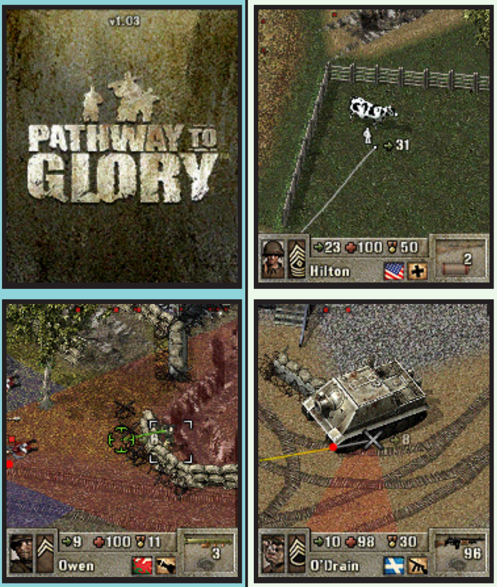
Pandemonium! is a platform game first released for the PlayStation in 1996.

The game features Fargus, a joker, and Nikki, a sorceress, who unwittingly casts a spell that destroys the town. The goal of the game is to reach the Wishing Engine, where they can wish the town back to normal.

For each level, the player can choose which character to be. Each has a special move – Fargus can deliver a special spinning attack, and Nikki can double jump.

Unlike most 3D platformers, Pandemonium offers only two-dimensional movement, rather than complete freedom of movement. The characters move along a curving 2D course within a 3D environment. The console versions have 18 levels, while the N-Gage version has 11.

N-GAGE
1-6 PLAYERS
ONLY ON N-GAGE
PATHWAY TO GLORY
TEEN
RedLynx
NOKIA
N-GAGE ARENA ONLINE FEATURES AVAILABLE


v1.03
PATHWAY TO GLORY
Hilton
Owen
O'Drain

N P 8.3

Pathway to Glory

Developer	RedLynx
Publisher	Nokia
Release date	(na) November 24, 2004
Genre	Turn-based tactics
Mode	1-6 Players

Pathway to Glory is a squad-based tactical combat game set in the second World War. The game is semi-turn-based, meaning that both sides play their turns one by one as their action points allow, but all players on one side can move all their units simultaneously.

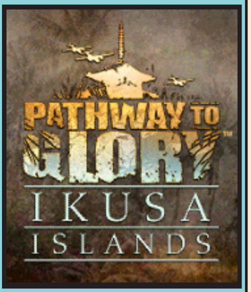
Players can equip the soldiers as they wish, and in addition there are vehicles and turrets that can be captured and used.

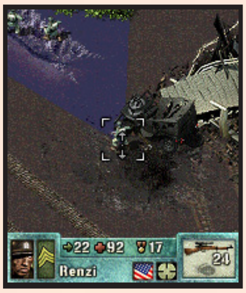
The game has a single-player campaign and a multiplayer mode that can be played locally over a Bluetooth connection or globally in the Nokia N-Gage Arena via a GPRS connection.

The game received “favorable” reviews according to Metacritic.

“mobygames.com”

N-GAGE
1-6 PLAYERS
ONLY ON N-GAGE
PATHWAY TO GLORY
IKUSA ISLANDS
TEEN
ESRB
RedLynx
NOKIA
N-GAGE ARENA
ONLINE FEATURES AVAILABLE


PATHWAY TO GLORY
IKUSA ISLANDS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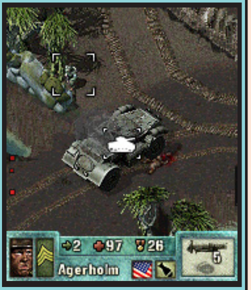
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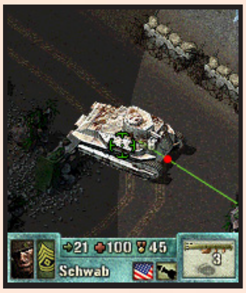
21 100 45
Schwab
3

N P 8.8

Pathway to Glory: Ikusa Islands

Developer	RedLynx
Publisher	Nokia
Release date	(na) November 8, 2005
Genre	Turn-based tactics
Mode	1-6 Players

The sequel to Pathway to Glory is a semi-turn-based combat game set in the second World War. Players take control of a platoon commanded by an old Navy veteran, Commander McDouglas.

The game system did not have any big changes compared to the prequel. The player controls a small squad of soldiers, who can be equipped with different weapons, and who can also utilize vehicles and stationary weapons like turrets. This time the battles are fought in the Pacific theatre of war.

In addition to a story-driven single-player campaign, Ikusa Islands has a multiplayer game mode that can be played locally via a Bluetooth connection and globally in the Nokia N-Gage Arena via an GPRS connection.

PAYLOAD
LOG IN
SELECT 5
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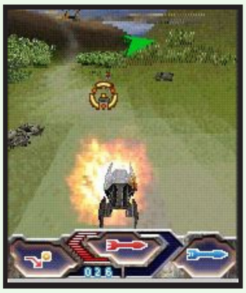
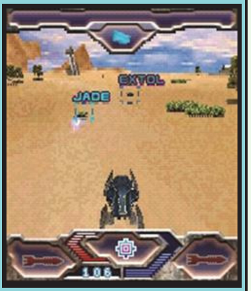
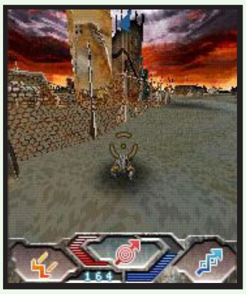
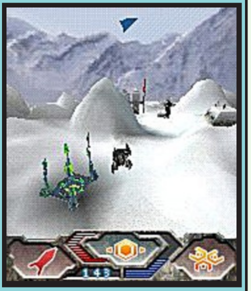
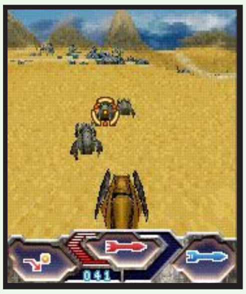










N

Payload

Developer	Tantalus Interactive
Publisher	Nokia
Release date	(na) November 14, 2005
Genre	Action, Vehicular combat
Mode	1-4 Players

Payload is a 3D combat racing game only available as a download. The plot is set in the future, on one of the off-world planets, where a new and effective fuel type called Furium has been found. Due to the lack of better prospects, the player assumes the role of a courier who has to find and deliver the valuable minerals, and on the way back has to fight off gangs of marauders and other delivery workers who'd like to get their hands on his payload.

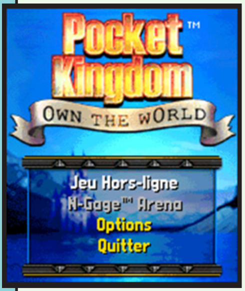
What puts Payload aside from many racing games is an open-world approach to level design, instead of a set of fixed linear tracks. On those levels, or arenas, the player can traverse in a hovercraft, pick up the minerals, race or fight enemies, pick up power-ups and such. There are 11 different "skims" as the vehicles are called in the game and 10 worlds to explore.

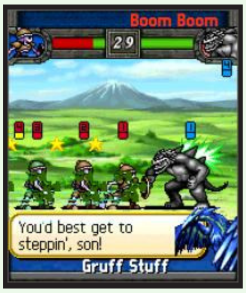
N·GAGE
MASSIVELY MULTIPLAYER
ONLY ON N-GAGE
"...the game ...blew us away"
Pocket Kingdom
OWN THE WORLD
TEEN T
SEGA
N-Gage Arena ONLINE FEATURES AVAILABLE

N P 7.0

Pocket Kingdom: Own the World

Developer	Sega Mobile, Lo-spiral, teamYURA, HIC
Publisher	Nokia
Release date	(na) November 24, 2004
Genre	MMORPG
Mode	1 (-) Player(s)


Pocket Kingdom™
OWN THE WORLD
Jeu Hors-ligne
N-Gage™ Arena
Options
Quitter

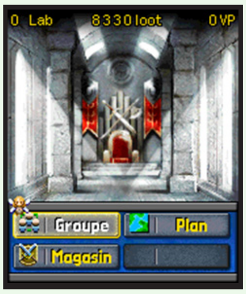

Boom Boom
29
You'd best get to steppin', son!
Gruff Stuff

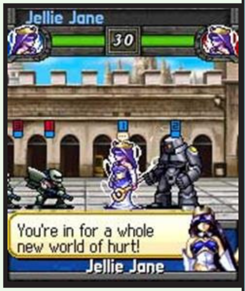
Pocket Kingdom: Own the World is a mobile Massively Multiplayer Online Game for the N-Gage, by Sega. The game is a spiritual sequel to an earlier SEGA game, Dragon Force, which was for the Sega Saturn.

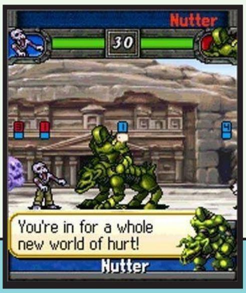
The theme is somewhat atypical for a video game, since it makes fun of the usual conventions of MMORPGs: here, every character knows they are in a video game, talks in leet-speak, and even the plot itself is about replacing three griefers who were banned from a high score table.

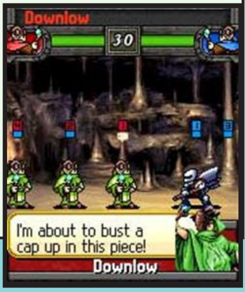
The game features both online (using the N-Gage Arena) and offline modes; both are similar, but in the online mode players can find other players and talk to or attack them – or be attacked by them. The crafting system is extensive – according to the authors there are more than 50,000 possible object combinations.

Most of the game consists of buying units, equipping them, setting battle tactics, and sending them into battles. With experience, and using crafted "emblems", characters can be upgraded into more powerful and varied classes.


0 Lab
8330 loot
0 VP
Groupe
Plan
Magasin


Jellie Jane
30
You're in for a whole new world of hurt!
Jellie Jane


Nutter
30
You're in for a whole new world of hurt!
Nutter

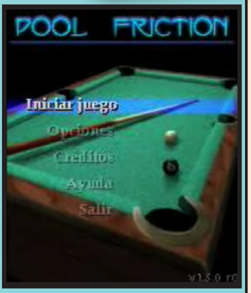

Downlow
30
I'm about to bust a cap up in this piece!
Downlow

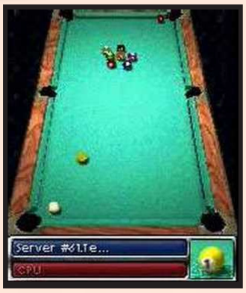
N·GAGE QD
Sky Captain
NOKIA

P

Pool Friction

Developer	StormBASIC Games
Publisher	Nokia, Technobubble Entertainment
Release date	(eu) 2005
Genre	Sports
Mode	1 Player

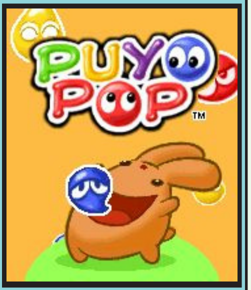

POOL FRICTION
Iniciar juego
Opciones
Créditos
Ayuda
Salir

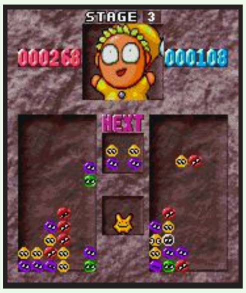

Server #1.1e...
CPU

Pool Friction most likely only came in two different Spain-only released bundle. The game came together with the game N-Gage Freestyle, one of two movies and a accessory (an external speaker or a memory card adapter).

Pool Friction is a 3D pool game which features multiplayer by bluetooth and various game modes.

N-GAGE
PUYO POP
EVERYONE
E
CONTENT RATED BY ESRB
SEGA




STAGE 3
000268
000108
NEXT

N P 6.8

Puyo Pop

Developer	Lavastorm Engineering
Publisher	Sega
Release date	(na) October 6, 2003
Genre	Puzzle
Mode	1 (-2) Player(s)

Puyo Pop is part of a series of competitive puzzle games. The goal of the game is to connect Puyo of the same color together (they can be connected horizontally or vertically and do not have to be in a straight line).

Puyo Pop for the N-Gage can be played in story mode against varying levels of AI, or head-to-head with another player using the Bluetooth connection. The game also feature an exercise mode and a puzzle mode.

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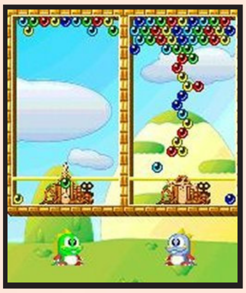
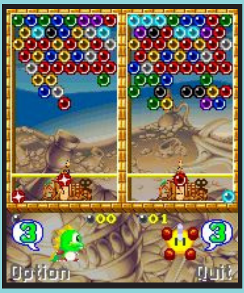
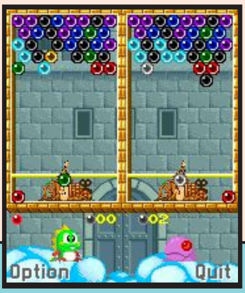
N-GAGE
PUZZLE BOBBLE VS
EVERYONE
E
CONTENT RATED BY ESRB
TAITO

PUZZLE BOBBLE VS
TM
TAITO
© TAITO 2003
Menu
Exit

Option
Quit




00
01
3
3
Option
Quit


00
02
Option
Quit

N P 6.3

Puzzle Bobble VS

Developer	Taito
Publisher	Jack Of All Games, Nokia
Release date	(na) October 10, 2003
Genre	Puzzle
Mode	1 (-4) Player(s)

Puzzle Bobble VS is an N-Gage-exclusive instalment in a long-running puzzle series. Unlike most entries, it does not feature solo puzzle levels but (as indicated by the title) only the competitive variant of the game.

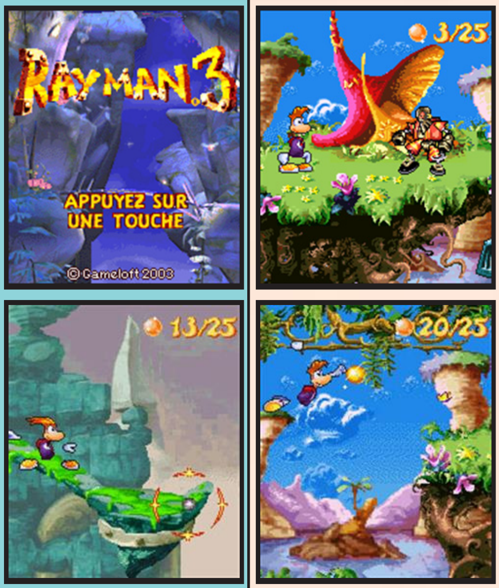
The game can be played in single-player story mode or as a multi-player game for up to four players via bluetooth.

The story mode consists of six consecutive one-on-one stages arranged on a map of Rainbow Island. Three difficulty settings are available, with a special ending only becoming available upon finishing the hardest level.

Gameplay follows the standard template of the series: at the start of a level, differently colored bubbles fill part of the play field. The players control a launcher at the bottom that can be aimed in any direction and shoots bubbles of random colors. When three or more bubbles of the same color touch, they are removed from the field, with any unattached bubbles falling away. Removing bubbles adds them to the opponents' fields. A player loses when the bubbles reach the bottom of their field.

"mobygames.com"

N-GAGE
RAYMAN 3
EVERYONE
E
4 PLAYERS
gameloft


RAYMAN 3
APPUYEZ SUR UNE TOUCHE
© Gameloft 2003
3/25
13/25
20/25

N P 8.0

Rayman 3

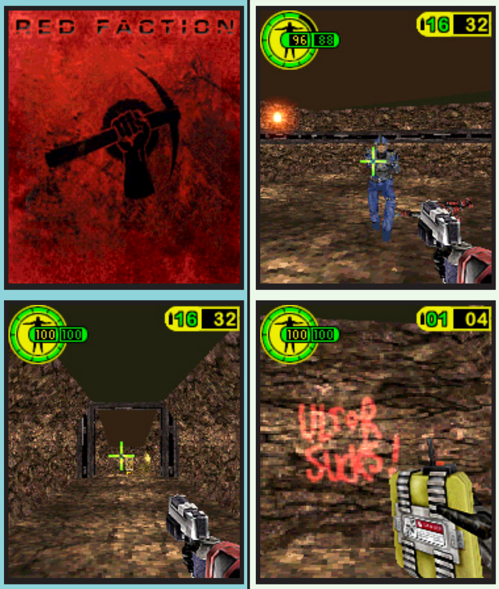
Developer	Gameloft
Publisher	Gameloft
Release date	(na) December 11, 2003
Genre	Platformer
Mode	1 (-4) Player(s)

Compared to the 3D PC and console versions of the game, the Game Boy Advance and N-Gage versions of the game are 2D sidescrolling platformers, controlling similarly to the original Rayman game.

The main goal is to reach the end of a level, but there are various items to collect which all count towards the 100% completion. Some of those items can only be collected by re-visiting the level with additional abilities which are learned during the course of the game. Additionally there are two 3D mini games involving jet skiing and kart racing.

New abilities allow Rayman to use the likes of Heavy Metal Fist and the Shock Rocket to take down enemies around him, while the lock jaw allows Rayman to get to hard to reach places.

N-GAGE
RED FACTION
MATURE 17+
M
THQ
WIRELESS


RED FACTION
96 88
16 32
100 100
16 32
100 100
01 04
ULTOR SUCKS!

N P 5.5

Red Faction

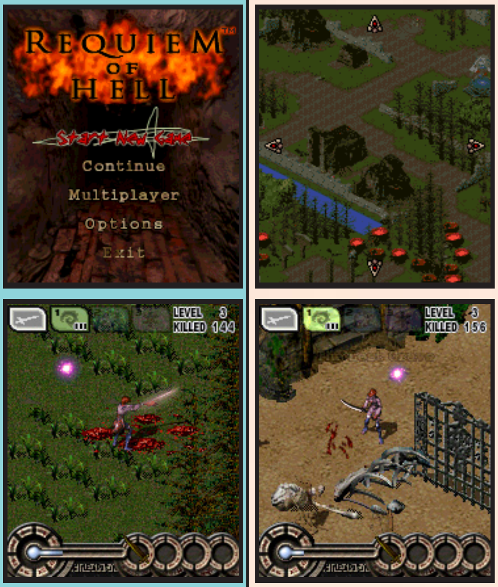
Developer	Monkeystone Games
Publisher	THQ Wireless
Release date	(na) December 10, 2003
Genre	First-person shooter
Mode	1 (-2) Player(s)

The portable Red Faction follows the same premise as the original game for PS2 and PC; taking place on Mars in the late 21st century, the player controls a miner who helps lead a rebellion against the Ultor Corporation. The game features GeoMod technology which provide destructible environments, allowing the player to destroy certain sections of the scenery in the game. For example, instead of opening a door, a player could blast through the rock surrounding the door.

The N-Gage incarnation features fully 3D graphics across 12 levels, an arsenal of 12 weapons, and wireless two-player deathmatch.

The PS2 and PC versions of Red Faction received “generally favorable reviews”, while the N-Gage version were mostly panned by critics.

N-GAGE
1-2 PLAYERS
ONLY ON N-GAGE
REQUIEM OF HELL
M
DIGI-RED
NOKIA


REQUIEM OF HELL
Start New Game
Continue
Multiplayer
Options
Exit
LEVEL 3
KILLED 144
LEVEL 3
KILLED 156

N P 6.8

Requiem of Hell

Developer	Digital-Red Mobile Software
Publisher	Nokia
Release date	(na) November 22, 2004
Genre	Role-playing
Mode	1-2 Players

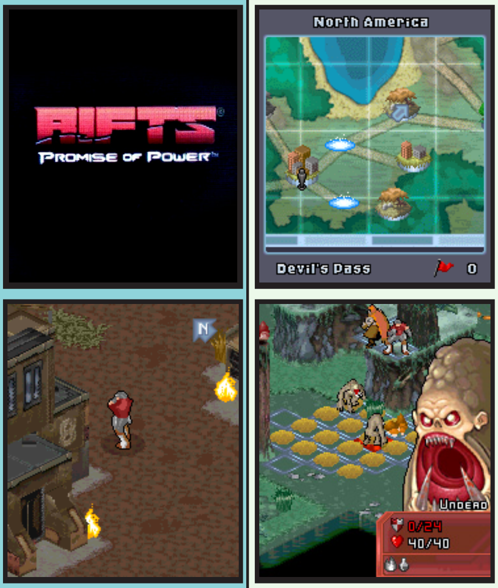
Requiem of Hell is an action-RPG exclusive to Nokia N-Gage. It is similar to Diablo, with isometric graphics and hack'n'slash action.

The game starts in a village that has been attacked and ransacked by demonic troops, and the player-character is among the slaughtered ones. The magical fairy and a mysterious shaman brings them back from the dead to fight their cause.

Players can attack, make combos, and use special moves depending on a weapon in hand, block enemy hits, which might be essential, and cast several types of magical spells. The character only has a health bar and instead of stamina there are cool-down timers for magical attacks like in MMORPGs.

"mobygames.com"

N-GAGE
1-4 PLAYERS
ONLY ON N-GAGE
RIFTS
PROMISE OF POWER
E
NOKIA


RIFTS
PROMISE OF POWER
North America
Devil's Pass
0
UNDEAD
0/24
40/40

N P 7.5

Rifts: Promise of Power

Developer	Backbone Entertainment
Publisher	Nokia
Release date	(eu) October 1, 2005
Genre	Tactical role-playing
Mode	1-4 Players

Rifts: Promise of Power is a video game licensed for the Rifts RPGs from Palladium Books.

The basic mechanics of the game are adapted from the pen-and-paper version, utilizing an Action Point turn based system similar to Fallout and X-Com.

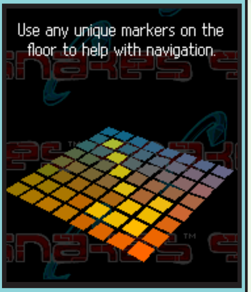
The game goes in real-time, but when a fight happens it goes into turn-based mode governed by action points and character's initiative. During the combat both skills and weapons of the players party can be used, terrain also plays a role and various objects like propane tanks can be used as well.

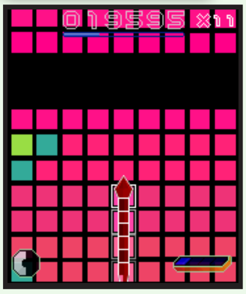
Rifts also featured online functionality - there are several multiplayer modes such as King of the Hill and Capture the Flag that could be played both locally via Bluetooth or through, the now closed, N-Gage Arena service.

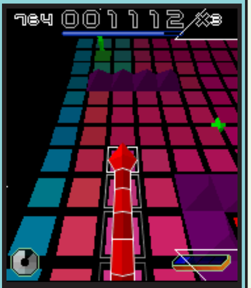
N P 8.5

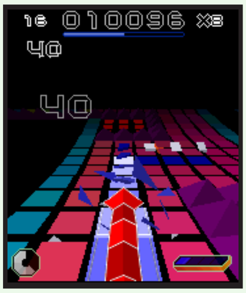
Snakes

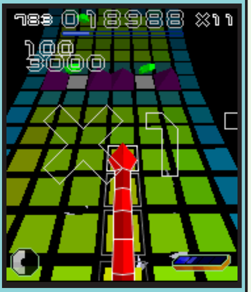
N-GAGE
NOKIA
Tarjeta MMC 128 MB
UNDERWORLD
JUEGOS
TechWars + Snakes

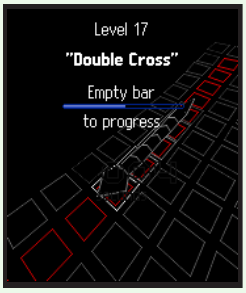

Use any unique markers on the floor to help with navigation.










Level 17
"Double Cross"
Empty bar
to progress

Developer	IOMO
Publisher	Nokia
Release date	(na) January 25, 2005
Genre	Action
Mode	1 (-4) Player(s)

Snakes is the sixth version of the Snake game that came pre-loaded with Nokia phones, starting in 1998. While previous versions introduced colour and multiplayer, this version takes the game concept to 3D. For the N-Gage the game was offered free of charge as a download on the Nokia website and it can be copied from inside the game to another N-Gage device using a Bluetooth connection.

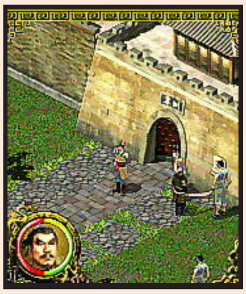
In the game, the player maneuvers a line which grows in length, with the line itself being a primary obstacle. Single player game has 37 levels, with both square and hex grids available in the playfield. Higher levels allow the player to climb around the edges and play on both surfaces of the playfield.

This version of the game introduce two types of walls: a classic one that ends the run immediately and another one that is breakable, but at the cost of losing a ring of length. Because of the walls and the large playfields there is less chance of running in its own tail. Green cells on the field speed up the snake and red cells slow it down. Some levels have other characters called Seekers that come in two types. Red ones steal pick-ups and green ones energy. Pick-ups provide energy or boost, there is a defensive drone that attacks enemy snakes, a shield, a teleport through hyperspace to another area of the field, and sometimes an extra life.

"mobygames.com"

Sango / SanGo Fighter

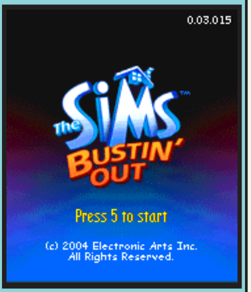
Publisher	DiGiRED (?)
Genre	Role-playing

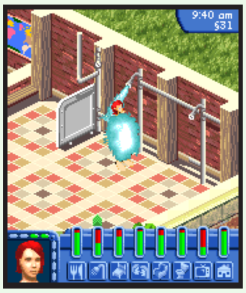


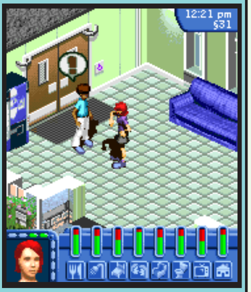
DRK note:
"I did not find much of anything on a game named Sango. But I did find some information on a, supposedly, game named Sango Fighter released online for Chinese speaking N-Gage users. My guess is that these games where the same"

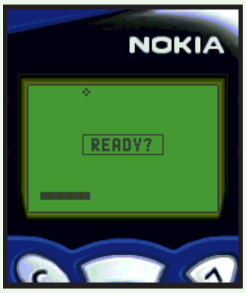
SanGo Fighter is a role-playing game, somewhat reminiscent of Diablo. It was only available as download and was only released with Chinese text. The game was compatible with all S60 phones.

N-GAGE
1-2 PLAYERS
The SIMS BUSTIN' OUT
TEEN
T
ESRB
N-GAGE ARENA ONLINE FEATURES AVAILABLE


0.03.015
The SIMS BUSTIN' OUT
Press 5 to start
(c) 2004 Electronic Arts Inc.
All Rights Reserved.






NOKIA
READY?

N P 7.1

The Sims Bustin' Out

Developer	Ideaworks3D
Publisher	Electronic Arts
Release date	(na) May 10, 2004
Genre	Life simulation
Mode	1-2 Players

The Sims Bustin' Out is the second title in The Sims console series.

The game puts the player's Sim in a place called "Sim-Valley" for a summer holiday. The gameplay is objective-based – every time the player completes a series of tasks, the player is allowed to progress. In this game, compared to the console versions, there are no furnishing objects to unlock. Instead, the player must complete all tasks to unlock new houses.

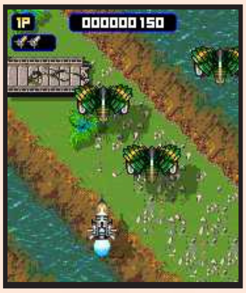
There are various locations that Sims may visit throughout the course of the game. As Sims advance through the game, new areas become accessible. New mini-games (jobs for the Sims) are unlocked progressively when certain tasks are done. Also, Sims can collect three cartridges from various locations and play games such as Snakes on the Sims' mobile phones.

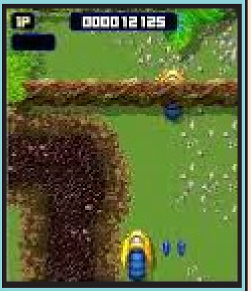
The Sims Bustin' Out received positive reviews on all systems according to GameRankings and Metacritic.

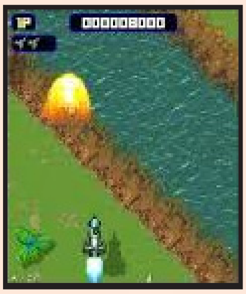
N P

Space Impact Evolution X

SPACE IMPACT EVOLUTION X
SPIELEN
Spielen
2 Spieler (Server)
2 Spieler (Client)
Zurück


1P
000000150


1P
000012125

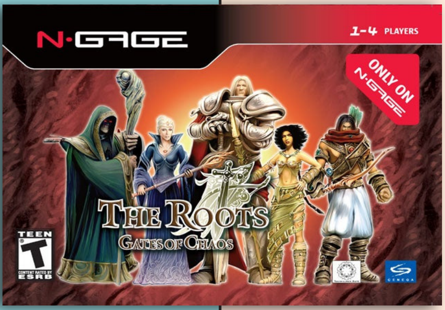

1P
000008000

Developer	Nokia
Publisher	Nokia
Release date	(na) October 1, 2003
Genre	Shooter
Mode	1 Player

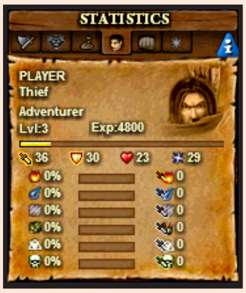
Space Impact Evolution X is the sequel to Space Impact Evolution, which was specifically made for the Symbian S60 1st Edition platform, and first appeared on Nokia 7650.

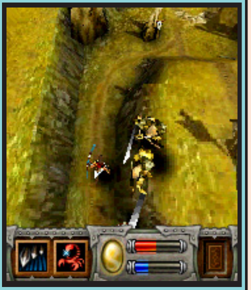
The sequel had two versions: one bundled exclusively with the N-Gage Classic and the N-Gage QD (on the "Extras" folder of the Support CD) and another made for Symbian S60 2nd Edition devices.

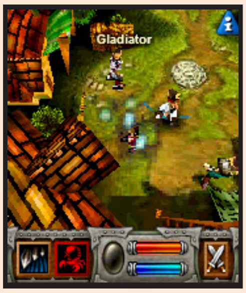
Space Impact is a shoot 'em up and the player has the ability to freely move horizontally and vertically while shooting enemies.


N-GAGE
1-4 PLAYERS
ONLY ON N-GAGE
THE ROOTS
GATES OF CHAOS
TEEN

THE ROOTS
GATES OF CHAOS
RETURN
OPTIONS
HELP
SAVE AND QUIT
ACCEPT
BACK


STATISTICS
PLAYER
Thief
Adventurer
Lvl:3
Exp:4800





The Roots: Gates of Chaos

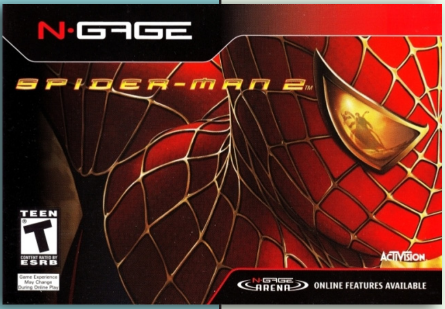
Developer	P.S. ASSA - Tannhasuer Gate Sp. z o.o.
Publisher	Cenega Publishing, Nokia
Release date	(na) August 15, 2005
Genre	Action role-playing
Mode	1-4 Players

The Roots: Gates of Chaos is an action role playing game set in a fantasy world. It is designed much like Diablo or many other similar Action-RPGs: there's a small hub, a peaceful town, and several pathways leading to the "wilderness" locations, where players encounter monsters and go to fulfil quests.

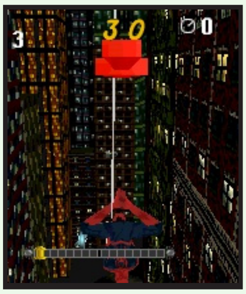
In towns players can shop, travel to a different location, learn some local news, get quests or enter a gladiator arena. Missions consists of mostly kill or fetch quests typical for many ARPGs and MMORPGs.

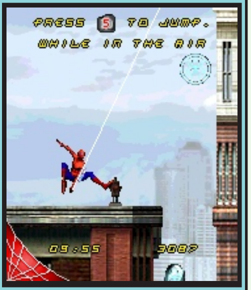
Besides the single player mode, it's possible to play together with up to four player characters on the same in-game locations. And at the same time on the arena where the player can challenge them to a fight.

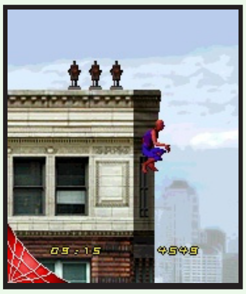
"mobygames.com"


N-GAGE
SPIDER-MAN 2
TEEN
ACTIVISION
N-GAGE ARENA
ONLINE FEATURES AVAILABLE

SPIDER-MAN 2 1.0
START
LOAD GAME
OPTIONS
SECRETS
N-GAGE™ ARENA
QUIT
SELECT
QUIT
SPIDER-MAN 2




PRESS 5 TO JUMP,
WHILE IN THE AIR
03:55
3087



Spider-Man 2

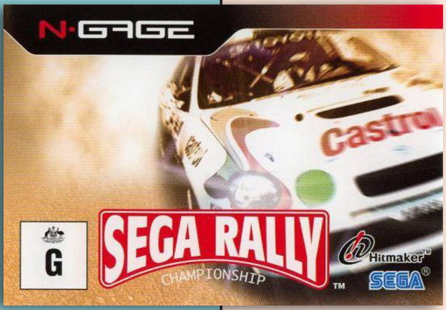
6.1

Developer	Activision, Digital Eclipse
Publisher	Activision
Release date	(na) July 2, 2004
Genre	Action-platformer
Mode	1 Player

Spider-Man 2 is a action-adventure game loosely based on the film of the same name. Dr. Otto Octavius is an egomaniacal scientist that was conducing an experiment, but it failed in an accident which turned him to the villain Dr. Octopus. Now he seeks revenge on the one he holds responsible for humiliating him: Spider-Man.

The N-Gage version of Spider-Man 2 is a 2D platformer, with some 3D races against time between the 2D stages. In the 3D races Spider-Man needs to move higher or lower between buildings to avoid obstacles. The 2D levels are more traditional: climbing walls and ceilings, slinging web at opponents, taking pictures for the Daily Bugle newspaper, using spider sense to reveal secrets etc..

"mobygames.com"


N-GAGE
SEGA RALLY
CHAMPIONSHIP
G
Hitmaker
SEGA

SEGA RALLY
CHAMPIONSHIP
Original Game © SEGA CORPORATION
© Hitmaker / SEGA 2002,2003

Total Time
0'00"90
Last 3 Laps
0'21"30
Fastest Lap
0'21"30
110 km/h

Sega Rally Championship

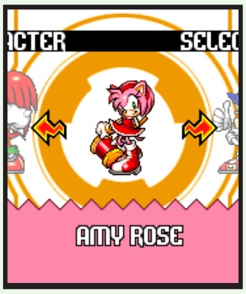
Developer	Hitmaker
Publisher	Sega
Release date	(eu) January 1, 2004
Genre	Racing
Mode	1 (-2) Player(s)

Sega Rally Championship is based on the 1994 racing game originally released for arcades.

This version includes four tracks and the choice between 3 different cars. The game includes a championship mode and a time-trial mode featuring a ghost car to beat. It's also possible to play multi-player locally via Bluetooth.

N-GAGE
SONIC N
EVERYONE
E
ESRB
SONIC TEAM
SEGA

SONIC N
GAME START
TIME ATTACK
OPTIONS
EXIT


CTER SELEC
AMY ROSE

SONIC
0:29:63

SONIC
0:22:30

6.7

SonicN

Developer	Dimps
Publisher	Sega
Release date	(na) October 7, 2003
Genre	Action-platformer
Mode	1 Player

SonicN, also known as Sonic N-Gage, is a port of the 2001 GameBoy Advance game, Sonic Advance. It was a launch title for the N-Gage.

SonicN is a side-scrolling platformer action game reminiscent of the original Sonic the Hedgehog games released for the Genesis. Players journey through an island to defeat Doctor Eggman, who is attempting to capture its animal population to turn them into evil robots.

The game itself is almost identical to the Game Boy Advance version. It runs a bit slower on the N-Gage hardware, and the screen resolution has been altered, which is considered an issue by some. The N-Gage's screen is portrait, so the most notable change in gameplay is the choice between a full resolution mode with a narrow view, or a letterboxed 4:3 mode with scaled-down graphics. Many fans and veterans of the game regard this as a lesser gaming experience.

Reviews were mixed; GameSpot criticized its choppy frame rate and encouraged readers to buy the superior GBA version instead. IGN agreed and felt the N-Gage's vertical screen and omission of the multiplayer modes had a negative impact on the ported version.

"sonicretro.org"

$100
GIFT VOUCHER*
This is where
I spun out of control.
SONIC N
NOKIA
N·GAGE

Sonic N™ exclusive to N-Gage. Navigate through new levels, hidden areas, puzzles and traps to collect the golden rings in this race against time to reach Chaos Emerald and crush Dr. Eggman's evil plan. **n-gage.com**

*Buy an N-Gage and 2 games at EB Games and get a $100 gift voucher good for N-Gage games and accessories.

N·GAGE
NOKIA

anyone
anywhere

EB GAMES

SEGA SONIC TEAM

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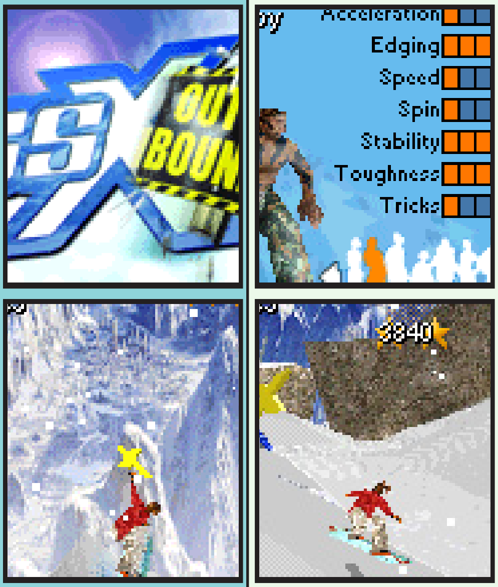
N·GAGE
1-4 PLAYERS
SSX OUT OF BOUNDS
EVERYONE
EA BIG
N-GAGE ARENA ONLINE FEATURES AVAILABLE


Acceleration
Edging
Speed
Spin
Stability
Toughness
Tricks
3840

N P 6.3

SSX Out of Bounds

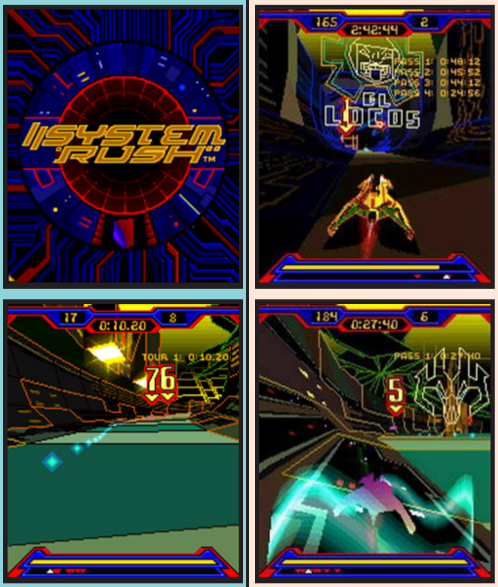
Developer	Exient Entertainment
Publisher	Electronic Arts
Release date	(eu) January 19, 2005
Genre	Sports
Mode	1-4 Players

SSX: Out of Bounds is a port of the console installment SSX 3, but downsized for the handheld. The game allows players to race against CPU-controlled opponents as well as locally against three other players, all requiring an N-Gage and this game. The game feature ten different characters, each with their own strengths and weaknesses.

In order to unlock new areas and equipment, players must meet certain requirements that are achieved through performing various tricks and hitting certain high scores. Performing tricks involves simply shifting the body-weight while in the air, and pressing an additional button. The more varied the combos, the higher the score. Tricks are also of use in the regular races, as they provide boost capabilities.

"mobygames.com"

N·GAGE
1-2 PLAYERS
SYSTEM RUSH
ONLY ON N-GAGE
EVERYONE
NOKIA
N-GAGE ARENA ONLINE FEATURES AVAILABLE


SYSTEM RUSH
165 2:42:44 2
EL LOCOS
17 0:10.20 8
76
184 0:27:40 6
5

N P 8.0

System Rush

Developer	Ideaworks3D
Publisher	Nokia
Release date	(na) September 20, 2005
Genre	Racing
Mode	1-2 (4) Players

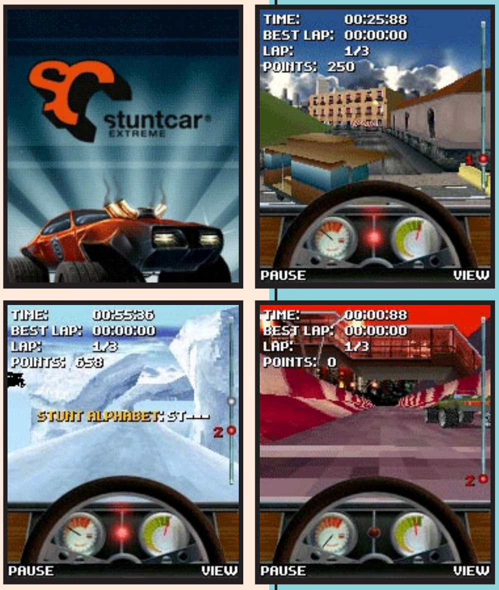
System Rush is a futuristic racing game with a similar theme to the Wipeout series. Though the goal is the same as in any other racer - to finish first. Players don't pilot a physical vehicle in it, but a virtual one inside one of the four world global network. And the opponents are programs and defense systems, as well as opposing hackers whose net the player-character are trying to crack.

Vehicles has four different parameters: speed, drift, handling and aero. Aero are used for gliding that can be used to avoid obstacles, gather power-ups and take over the opponents.

Beside the story mode, there are also more typical Grand Prix tournament, single races and a multiplayer game, where up to four player can compete.

StuntCar Extreme

Developer	Fathammer
Publisher	Vasara Games
Release date	(na) 2004
Genre	Racing
Mode	1 Player


stuntcar
EXTREME
TIME: 00:25:88
BEST LAP: 00:00:00
LAP: 1/3
POINTS: 250
PAUSE
VIEW
TIME: 00:55:36
BEST LAP: 00:00:00
LAP: 1/3
POINTS: 658
STUNT ALPHABET: ST
TIME: 00:00:88
BEST LAP: 00:00:00
LAP: 1/3
POINTS: 0
PAUSE
VIEW

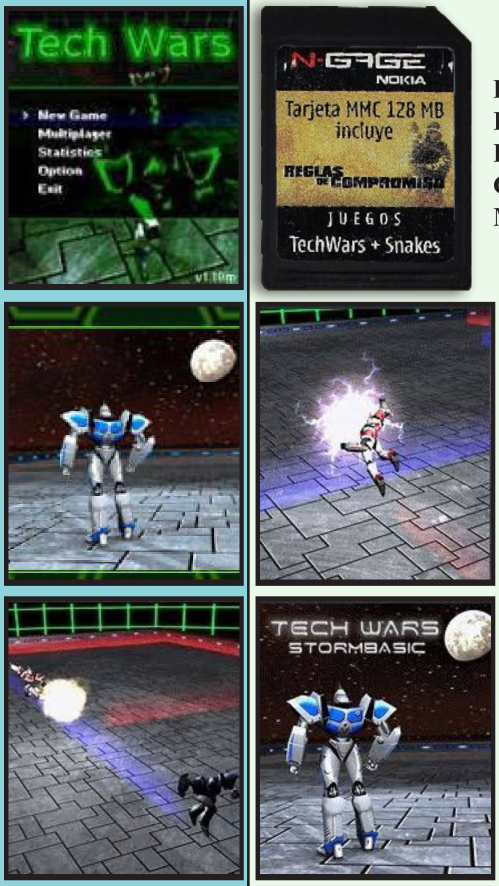
Stuntcar Extreme is a racing game with an early-’80s retro funk style. The player is challenged to build up stunt points, score and time records good enough to face the “The Duke”.

The story is driven forward by dialogues between various characters after each race. By chatting with the characters the player can challenge them to duels for stunt points or their car. Initially, players are only given a low powered SCE Petit, which won’t guarantee them many victories, so it is essential to win cars from other characters.

As the story advances new tracks are unlocked. The game has 7 tracks and 20 different cars, each with their own unique characteristics.

“myvideogamelist.com”

TechWars


Tech Wars
New Game
Multiplayer
Statistics
Option
Exit
v1.10m
N-GAGE
NOKIA
Tarjeta MMC 128 MB incluye
REGLAS DE COMPROMISO
JUEGOS
TechWars + Snakes
TECH WARS
STORMBASIC

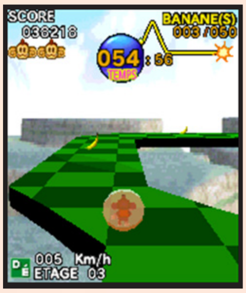
Developer	StormBASIC Games
Publisher	Nokia
Release date	(eu) 2005
Genre	Action
Mode	1 (-) Player(s)

TechWars was released in Spain as a bundle pack for the N-Gage QD. The game is set some time after the third world war, where life on Earth is on the brink of extermination. The survivors, aware that humanity will not endure another war of such magnitude, create a world organization called: EL NEXO. This organization is in charge of ensuring that the tragic events that caused the war never recur. Disputes between nations will now be resolved in a more controlled and peaceful way: each country will have a champion, who will fight to forward their interests against the rest of the nations.

Players take control of a mecha who will take part in the TechWars as one of the champions. The game also feature a multi-player mode.

N-GAGE
SUPER MONKEY BALL
EVERYONE
E
ESRB
SEGA

SUPER MONKEY BALL
APPUYEZ SUR 5
©AMUSEMENT VISION/SEGA, 2003


SCORE
036218
BANANE(S)
003 / 050
054 : 56
TEMPS
005 Km/h
ETAGE 03

N P 6.8

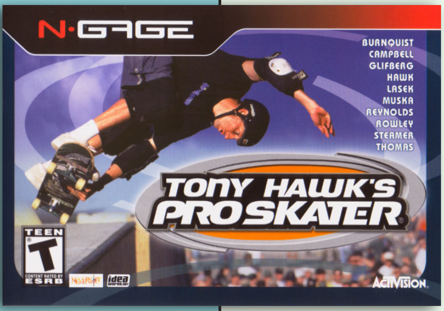
Super Monkey Ball

Developer	Sega, Realism
Publisher	Sega
Release date	(na) October 6, 2003
Genre	Platformer
Mode	1 Player

Super Monkey Ball, known as Super Monkey Ball Jr. on the GameBoy Advance, is a platform game and part of the Super Monkey Ball series.

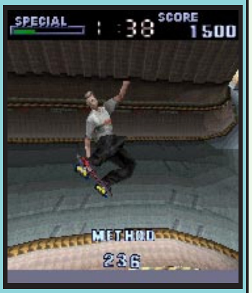
The goal of the game is to maneuver a monkey trapped in a ball by tilting the labyrinth and reaching the goal at the end of the maze.

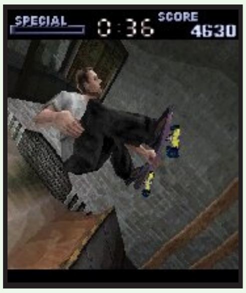
Like many other games of the Super Monkey Ball series, the player has the option to choose AiAi, MeeMee, Baby or GonGon.

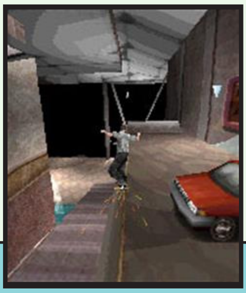

N-GAGE
BURNQUIST
CAMPBELL
GLIFBERG
HAWK
LASEK
MUSKA
REYNOLDS
ROWLEY
STEAMER
THOMAS
TONY HAWK'S PRO SKATER
TEEN
T
ESRB
idea
ACTIVISION

TONY HAWK'S PRO SKATER
START GAME
N-GAGE™ ARENA
OPTIONS
HIGH SCORES
QUIT
SELECT
QUIT

SELECT COURSE
WAREHOUSE
SCHOOL
MALL
SKATE PARK
x09
MEDALS
U.S.A.
SELECT
GO BACK


SPECIAL
1:38
SCORE
1500
METHOD
236


SPECIAL
0:36
SCORE
4630



N P 7.4

Tony Hawk’s Pro Skater

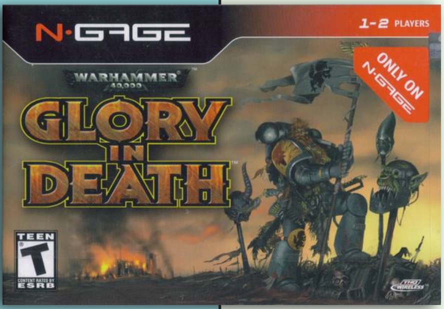
Developer	Ideaworks3D
Publisher	Activision
Release date	(na) October 10, 2003
Genre	Sports
Mode	1 (-) Player(s)

Tony Hawk’s Pro Skater is a skateboarding game first released in 1999 for the PlayStation. The game takes place in a 3D environment permeated by an ambience of punk rock and skate music. The player takes control of a variety of famous skateboarders and must complete missions by performing skateboarding tricks and collecting objects. The goal of the game is to perform tricks and combinations thereof in an effort to increase the player’s score.

The N-Gage version is a faithful port of the original PlayStation title and retains most of the characters, levels, control scheme and original music while adding levels from Tony Hawk’s Pro Skater 2 and two multiplayer games. The game’s multiplayer functions via the N-Gage’s Bluetooth feature.

The N-Gage version came bundled with the N-Gage QD.

Both Chadd Chambers of IGN and Jeff Gerstmann of GameSpot considered the N-Gage version to be the best game available on the system and were relatively impressed by the game’s graphics, but noted the less comfortable control scheme and reduced sound quality.

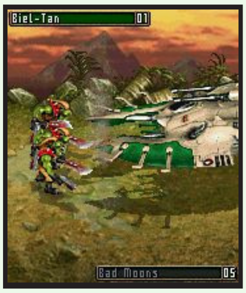

N-GAGE
1-2 PLAYERS
ONLY ON N-GAGE
WARHAMMER 40,000
GLORY IN DEATH
TEEN

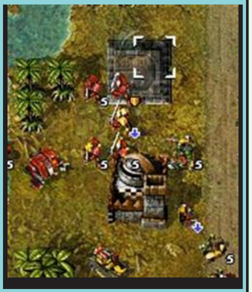
N P 6.0

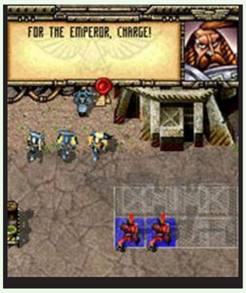
Warhammer 40,000: Glory in Death

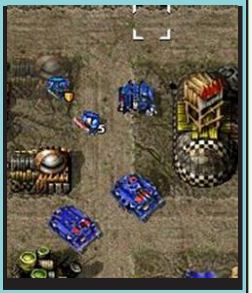
Developer	Razorback Developments
Publisher	THQ Wireless
Release date	(na) April 6, 2006
Genre	Turn-based strategy
Mode	1-2 Players

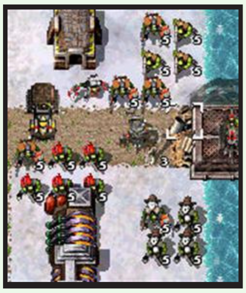
WARHAMMER 40,000
GLORY IN DEATH
PRESS 5 TO START


Biel-Tan
Bad Moons




FOR THE EMPEROR, CHARGE!





Warhammer 40,000: Glory in Death is a turn-based strategy game set in the Warhammer 40,000 universe by Games Workshop.

There are four different factions to play as: Space Marines, Orcs, Eldar and Chaos Space Marines, plus four sub-factions for each of them. All parties has their set of infantry and armor units (more than 60) with different roles, stats and attacking powers that can be upgraded. There are campaigns with a storyline told through cut-scenes for each of them as well. And there's multiplayer mode as well that can be played either on a single device on turn-by-turn basis, or via Bluetooth with other N-Gage devices.

The game plays pretty much as a typical turn-based tactics/strategy, however with specific Warhammer 40k rules applied. For example, moving phase and shooting phase are separated, as well as an assault phase that lets players send their troops into hand-to-hand fight that will keep the enemy squads busy. The battlefield is separated into several equal sector and the goal is usually to keep it under control as attacking or defending side by the end of turn limit.

"mobygames.com"

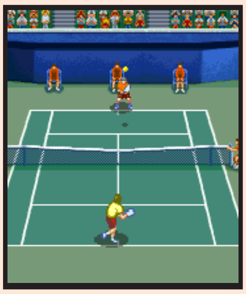
N-GAGE
Virtua Tennis
SEGA PROFESSIONAL TENNIS
EVERYONE
Hitmaker
SEGA

N P 6.5

Virtua Tennis

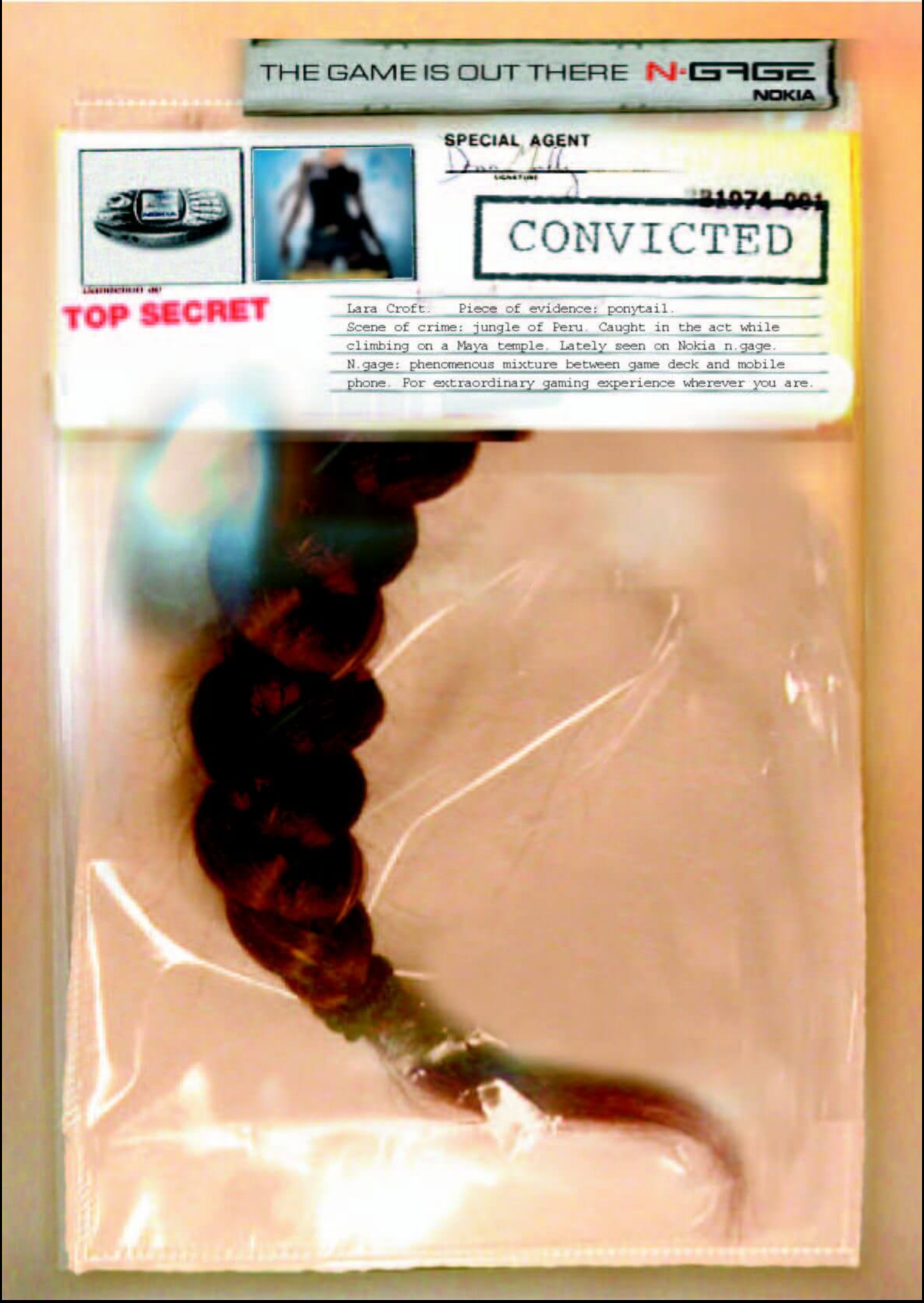
Developer	Hitmaker
Publisher	Sega
Release date	(na) December 14, 2003
Genre	Sports
Mode	1 (-) Player(s)

Virtua Tennis
SEGA PROFESSIONAL TENNIS
SEGA
© SEGA CORPORATION, 1999, 2003



The N-Gage version of Virtua Tennis is a tennis game released in late 2003. Despite its name it is not a port of the original Virtua Tennis.

The game consists of three modes; Arcade (players must win four consecutive matches), Exhibition (single match) and World Tour (players can compete in tournaments to win money and rankings).


THE GAME IS OUT THERE
N·GAGE
NOKIA
TOP SECRET

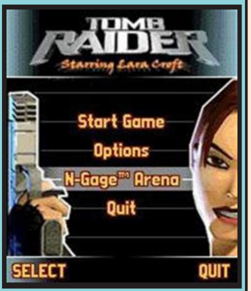
SPECIAL AGENT

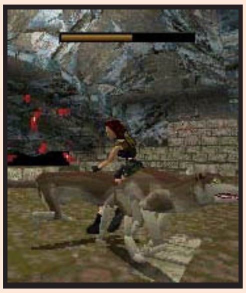
1074-001

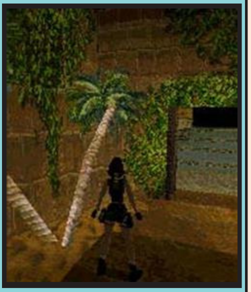
CONVICTED

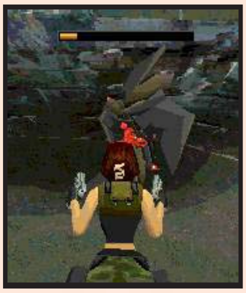
Lara Croft. Piece of evidence: ponytail.
Scene of crime: jungle of Peru. Caught in the act while climbing on a Maya temple. Lately seen on Nokia n.gage.
N.gage: phenomenous mixture between game deck and mobile phone. For extraordinary gaming experience wherever you are.

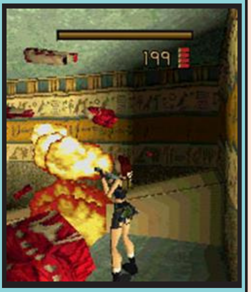
N-GAGE
TOMB RAIDER
Starring Lara Croft
TEEN
idea
core design
EIDOS

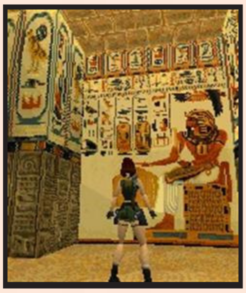

TOMB RAIDER
Starring Lara Croft
Start Game
Options
N-Gage™ Arena
Quit
SELECT
QUIT











N P 7.3

Tomb Raider

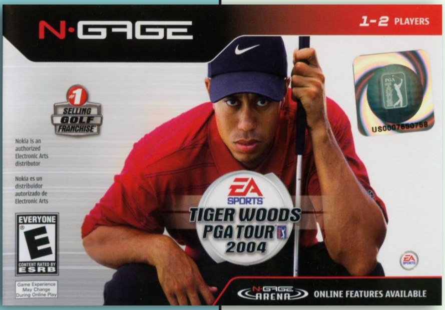
Developer Ideaworks3D
Publisher Eidos Interactive
Release date (na) October 6, 2003
Genre Action-adventure, Platformer
Mode 1 Player

Tomb Raider for the N-Gage is a port of the 1996 game originally developed by Core Design and published by Eidos Interactive. The game follows the exploits of Lara Croft, an English archaeologist in search of ancient treasures. The object of Tomb Raider is to guide Lara through a series of tombs and other locations in search of treasures and artefacts.

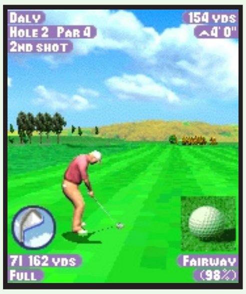
Tomb Raider included support for the N-Gage Arena over-the-air multiplayer service, which would allow players to compete against other players in time-trial “shadow races” through a custom course. The N-Gage Arena service would also allow players to post gameplay video clips they’ve recorded (similar to the PS4 feature which let players start recording their gameplay at any given time), so that other players could download them.

Rumours before the release of the N-Gage version said that it would includes at least three new levels exclusive to the system, but this never materialised.

Reviews for the game criticized it’s inconsistent frame rate, clunky controls, and longer loading times compared to the older version.


N-GAGE
1-2 PLAYERS
#1 SELLING GOLF FRANCHISE
EVERYONE
E
EA SPORTS
TIGER WOODS
PGA TOUR
2004
N-GAGE ARENA
ONLINE FEATURES AVAILABLE

EA SPORTS
TIGER WOODS
PGA TOUR
2004
©2004 ELECTRONIC ARTS INC.
ALL RIGHTS RESERVED.
TIGER WOODS PGA TOUR 2004 1.0.4


DALY
HOLE 2 PAR 4
2ND SHOT
154 YDS
4' 0"
71 162 YDS
FULL
FAIRWAY
(98%)

N P

Tiger Woods PGA Tour 2004

Developer Digital Eclipse
Publisher Electronic Arts
Release date June 24, 2004
Genre Sports
Mode 1-2 Players

Tiger Woods PGA Tour 2004 features a practice mode, career mode, and a versus mode. While the Gameboy Advance version features a tutorial mode, the N-Gage version features an Arena mode which allowed for online competition. Instead of using the analog sticks of the console version, golfing is done using the directional pad.

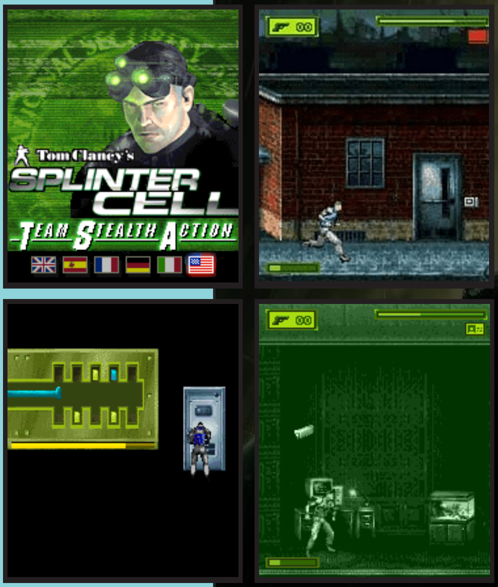
“myvideogamelist.com”

N-GAGE
Tom Clancy's
SPLINTER CELL
TEAM STEALTH ACTION
TEEN
2 PLAYERS
gameloft

N P 7.4

Tom Clancy's Splinter Cell: Team Stealth Action

Developer	Gameloft
Publisher	Gameloft
Release date	(na) December 5, 2003
Genre	Action-adventure, Stealth
Mode	1 (-) Player(s)


Tom Clancy's
SPLINTER CELL
TEAM STEALTH ACTION

Tom Clancy's Splinter Cell: Team Stealth Action is a port of an earlier GameBoy Advance title, which itself is based on the first Splinter Cell game, originally released in 2002 for PCs and consoles. The Splinter Cell series was inspired by the Metal Gear series.

The game follows the activities of NSA black ops agent Sam Fisher. Entering like a ghost, players will have to rely to the stealth and make a good use of their surrounding to avoid direct conflict and end up outnumbered.

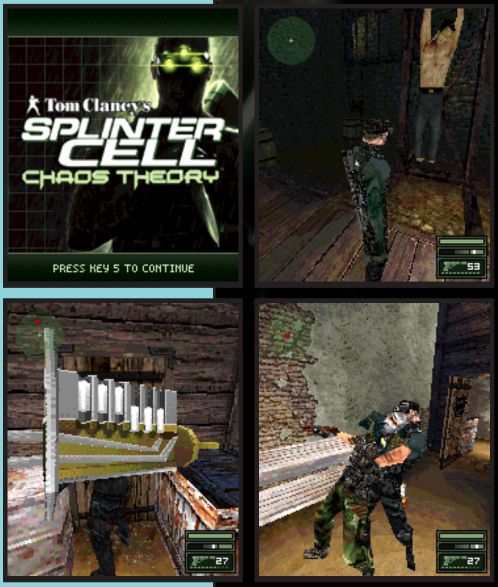
The missions of the N-Gage version follow pretty much the same storyline as the original game, but with the emphasis on being a complete platformer with some first-person sniping.

N-GAGE
1-4 PLAYERS
Tom Clancy's
SPLINTER CELL
CHAOS THEORY
TEEN
gameloft
N-GAGE ARENA ONLINE FEATURES AVAILABLE

N P 8.6

Tom Clancy's Splinter Cell: Chaos Theory

Developer	Gameloft
Publisher	Gameloft
Release date	(na) March 23, 2005
Genre	Action-adventure, Stealth
Mode	1-4 Players


Tom Clancy's
SPLINTER CELL
CHAOS THEORY
PRESS KEY 5 TO CONTINUE

Tom Clancy's Splinter Cell: Chaos Theory is the handheld version of the third entry of the Splinter Cell series. The basic storyline is still the same: The player takes the role of Sam Fisher, an agent working for a covert-ops branch within the NSA called "Third Echelon".

Even if the basic premise of every level is similar the actual design is different and more linear than in the console/PC version.

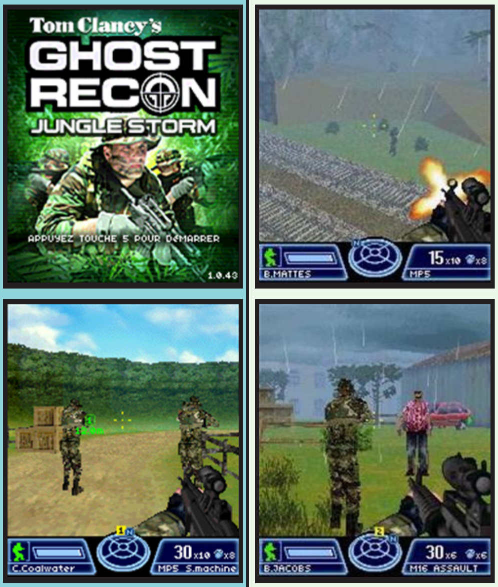
The game features two multiplayer modes: in Versus (seven maps) the player can choose between a spy or a soldier - the former have to hack computers, the others have to prevent that. In Cooperation two players solve five co-op levels in which one plays a soldier and the other a hacker.

N-GAGE
1-8 PLAYERS
Tom Clancy's
GHOST RECON
JUNGLE STORM
TEEN
T
gameloft

N P 8.5

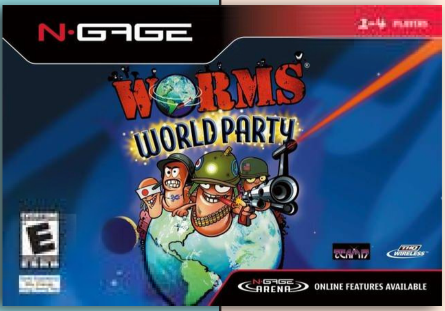
Tom Clancy's Ghost Recon: Jungle Storm

Developer	Gameloft
Publisher	Gameloft
Release date	(eu) August 10, 2004
Genre	Tactical shooter
Mode	1-8 Players


Tom Clancy's
GHOST RECON
JUNGLE STORM
APPUYEZ TOUCHE 5 POUR DÉMARRER
B.MATTES
MP5
C.Coolwater
MP5 S.machine
B.JACOBS
M16 ASSAULT

Taking place just after Tom Clancy's Ghost Recon: Island Thunder, the Ghost Recon: Jungle Storm campaign is set in Bogotá, Colombia. The story and game are completely different from that of the game with the same name published by Ubisoft for the PS2.

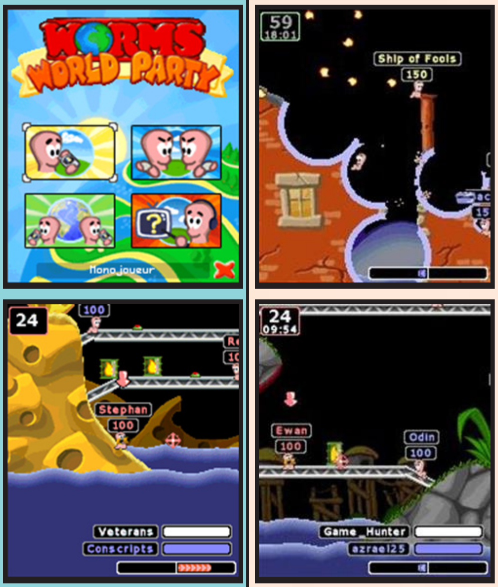
In line with the franchise, this is a first-person tactical shooter in which players are given command of a handful of soldiers which they must use and direct to accomplish a series of missions. This particular game offers storyline-type missions which can be played in either single player mode or co-operative multiplayer. It also offers competitive multiplayer game modes: deathmatch, survival and defend.


N-GAGE
1-4 PLAYERS
WORMS
WORLD PARTY
E
N-GAGE ARENA
ONLINE FEATURES AVAILABLE

N P 7.7

Worms World Party

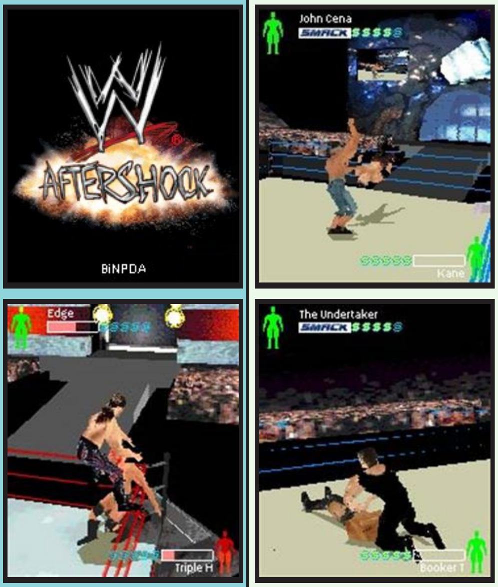
Developer	Paragon 5, Team17
Publisher	THQ Wireless
Release date	(eu) April 15, 2005
Genre	Turn-based strategy
Mode	1-4 Players


WORMS
WORLD PARTY
Mono joueur
59
18:01
Ship of Fools
150
24
Stephan
100
Veterans
Conscripts
24
09:54
Ewan
100
Odin
100
Game_Hunter
azrael25

Like its predecessors, Worms World Party is a 2D artillery turn-based tactics game involving controlling a team of worms and using a collection of weaponry to eliminate the opposing team(s). The worms can walk and jump around and use tools such as the ninja rope and parachute to move to otherwise unreachable locations. The worms have an arsenal of dozens of weapons, ranging from longbows to bazookas and from fireball to Holy Hand Grenades.

The title includes more than 40 different weapons, 25 single player and 19 training missions, and 17 different environments. It also feature mission customization, and co-op/deathmatch modes (with Bluetooth and the N-Gage Arena service).

N-GAGE
1-4 PLAYERS
W
AFTERSHOCK
TEEN
T
ESRB
N-GAGE ARENA ONLINE FEATURES AVAILABLE


W
AFTERSHOCK
BINPDA
John Cena
SMACK $$$$$
Kane
Edge
Triple H
The Undertaker
SMACK $$$$$
Booker T

N P 5.3

WWE Aftershock

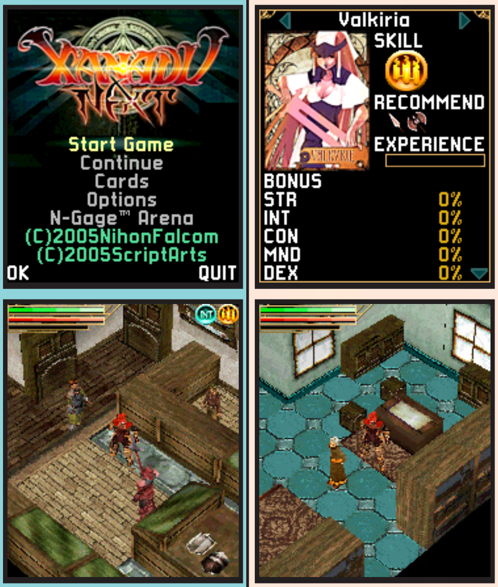
Developer	Exient Entertainment
Publisher	THQ Wireless
Release date	(eu) July 11, 2005
Genre	Fighting, Sports
Mode	1-4 Players

WWE Aftershock is a professional wrestling game released exclusively for the N-Gage. The game feature real fighters and arenas licensed from WWE. There are ten superstars in total, such as Chris Jericho, John Cena and Booker T, plus two that could be unlocked using the N-Gage Arena online service. This feature is now no longer available as Nokia has abandoned the platform.

The action takes place in and out of the ring and the goal is to force the opponent to submit. There are a multitude of moves starting with simple kicks and punches to more sophisticated grapples, throws and counter strikes. Weapons can also be picked up and used. And unique to each fighter there are Smackdown moves, which, when performed are shown in a cinematic manner.

"mobygames.com"

N-GAGE
1-2 PLAYERS
ONLY ON N-GAGE
XANADU NEXT
Falcom
TEEN
T
ESRB
N-GAGE ARENA ONLINE FEATURES AVAILABLE


XANADU NEXT
Start Game
Continue
Cards
Options
N-Gage™ Arena
(C)2005NihonFalcom
(C)2005ScriptArts
OK
QUIT
Valkiria
SKILL
RECOMMEND
EXPERIENCE
BONUS
STR 0%
INT 0%
CON 0%
MND 0%
DEX 0%

N P 7.1

Xanadu Next

Developer	Nihon Falcom, ScriptArts
Publisher	Nokia
Release date	(na) June 20, 2005
Genre	Action role-playing
Mode	1-2 Players

Xanadu Next is a spin-off of the 1985 action role-playing game Dragon Slayer II: Xanadu.

The player character is a hunter who has been hired by a small town to find a missing girl who disappeared after King-Dragon attacked.

The gameplay can be compared to other similar games like Diablo and The Legend of Zelda. Players seek out enemies, and then rapidly press the attack button to attack them. Spells can also be cast with varying strengths by holding down the spell button.

One unique quality the game has is allowing players to switch between two different classes per level, using "Guardians". On each level up, players are able to pick between playing as a spell-casting character, or a melee-fighting character.

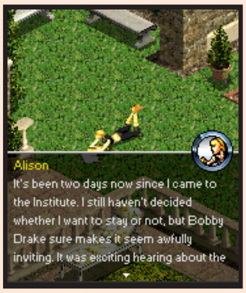
N-GAGE
1-4 PLAYERS
X-MEN LEGENDS
TEEN
ACTIVISION

N P 7.9

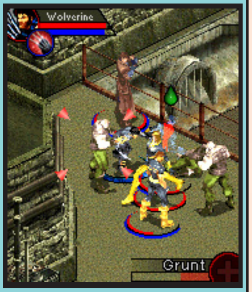
X-Men Legends

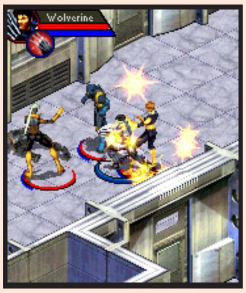
Developer	Barking Lizards Technologies
Publisher	Activision
Release date	(eu) January 1, 2005
Genre	Action role-playing
Mode	1-4 Players

X-MEN LEGENDS
Single-Player
Multiplayer
Tutorial
Options
Exit
Select


Alison

It's been two days now since I came to the Institute. I still haven't decided whether I want to stay or not, but Bobby Drake sure makes it seem awfully inviting. It was exciting hearing about the


Wolverine
Grunt



X-Men: Legends is an action-RPG first released on consoles in 2004. Players control a party of four heroes. The player can control one of them at a time, while the other three are directed by the AI. Players can select different members into their party from a list of 11 mutants, including such iconic characters as Cyclops, Wolverine, Storm among others.

The N-Gage version of X-Men Legends contains most of the features found on the console versions. However, the game is played from an isometric point of view. Characters are two-dimensional sprites based on their three-dimensional console counterparts, and levels are redesigned to meet the limitations of the isometric point of view. Cutscenes were reused from the console versions, but are rendered at a much lower frame rate.

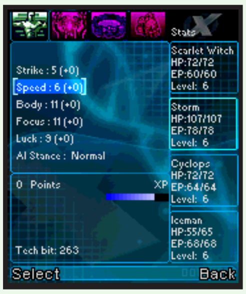
N-GAGE
1-4 PLAYERS
X-MEN LEGENDS II
RISE OF APOCALYPSE
12+
www.pegi.info
MARVEL
ACTIVISION
N-GAGE ARENA
ONLINE FEATURES AVAILABLE

N P

X-Men Legends II:
Rise of Apocalypse

Developer	Barking Lizards Technologies
Publisher	Activision
Release date	(eu) October 27, 2005
Genre	Action role-playing
Mode	1-4 Players

X-MEN LEGENDS II
RISE OF APOCALYPSE
Single-Player
Multiplayer
N-Gage™ Arena
Options
Exit
Select
Exit


Stats

Strike : 5 (+0)
Speed : 6 (+0)
Body : 11 (+0)
Focus : 11 (+0)
Luck : 9 (+0)
AI Stance : Normal

0 Points
XP

Tech bit: 263

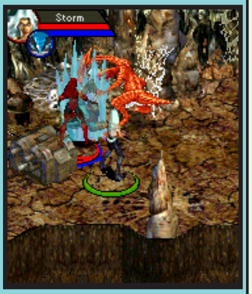
Scarlet Witch
HP:72/72
EP:60/60
Level: 6

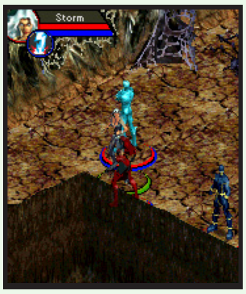
Storm
HP:107/107
EP:78/78
Level: 6

Cyclops
HP:72/72
EP:64/64
Level: 6

Iceman
HP:55/65
EP:68/68
Level: 6

Select
Back





The sequel is set after the events of X-Men Legends and features the mutant supervillain Apocalypse as the primary antagonist.

The N-Gage version is still an isometric four character action RPG where all have got a set of unique passive and active abilities, but now there are more characters to choose from, including the past villains from the other side such as Toad and Scarlet Witch and some of the new heroes can fly too. Rise of Apocalypse is slightly less linear with more optional objectives. Now there's a currency system which means players can also purchase equipment, mostly usable items, like smelling salts or energy packs in the camp, though there are also equipable items such as belts, body armor and gloves.

Article from: Pocket Games -
issue 14 - Spring 2004

NOKIA N-GAGE

Nokia's hybrid phone/game system sails into 2004 amidst a storm of apathy

We were sceptical about reviewing the N-Gage system. By the time our system arrived, it had already been available for a while and had become something of a joke among online gaming sites.

Lower sales than were originally anticipated and some awkward features tarnished the once eagerly awaited system. But don't write the N-Gage off yet. We're here to tell you that news of N-Gage's death has been greatly exaggerated, as have some of the reviews regarding its quality.

News of N-Gage's death has been greatly exaggerated.

Let's get the negatives out of the way first. Yes, changing games is a pain. Yes, holding the phone sideways is just goofy. Yes, the screen is a bit too small. Yes, it's a bit on the expensive side. Yes, some of the games aren't so great.

But there are may positives that shouldn't be overlooked. The quality of the unit is high. It's very sturdy and will take a beating. While the screen is small, it's clear and works well for many games.

Some of the system's features are noteworthy. Both the FM radio and the MP3 player are excellent. We were especially impressed with the radio's reception inside our office, where we can't tune in a station on our receiver no matter which power antenna we use.

Memory cards slide into the same slot as game cards and are currently available in configurations up to 256MB.

While holding the phone is a bit awkward, it works very well with the headset and supports Bluetooth wireless headsets as well. The N-Gage has most of the features you would find in other high-end cell phones, such as customizable ringtones, text messaging, voice dialing, and more. The only glaring omission is a camera, which seems to be popping up on even the cheapest flip-phones these days.

Bluetooth also works very well for wireless gaming, and great with games like *Tony Hawk* and *Rayman 3*. The N-Gage Arena allows for downloadable content, online strategy guides, scoreboards, and more.

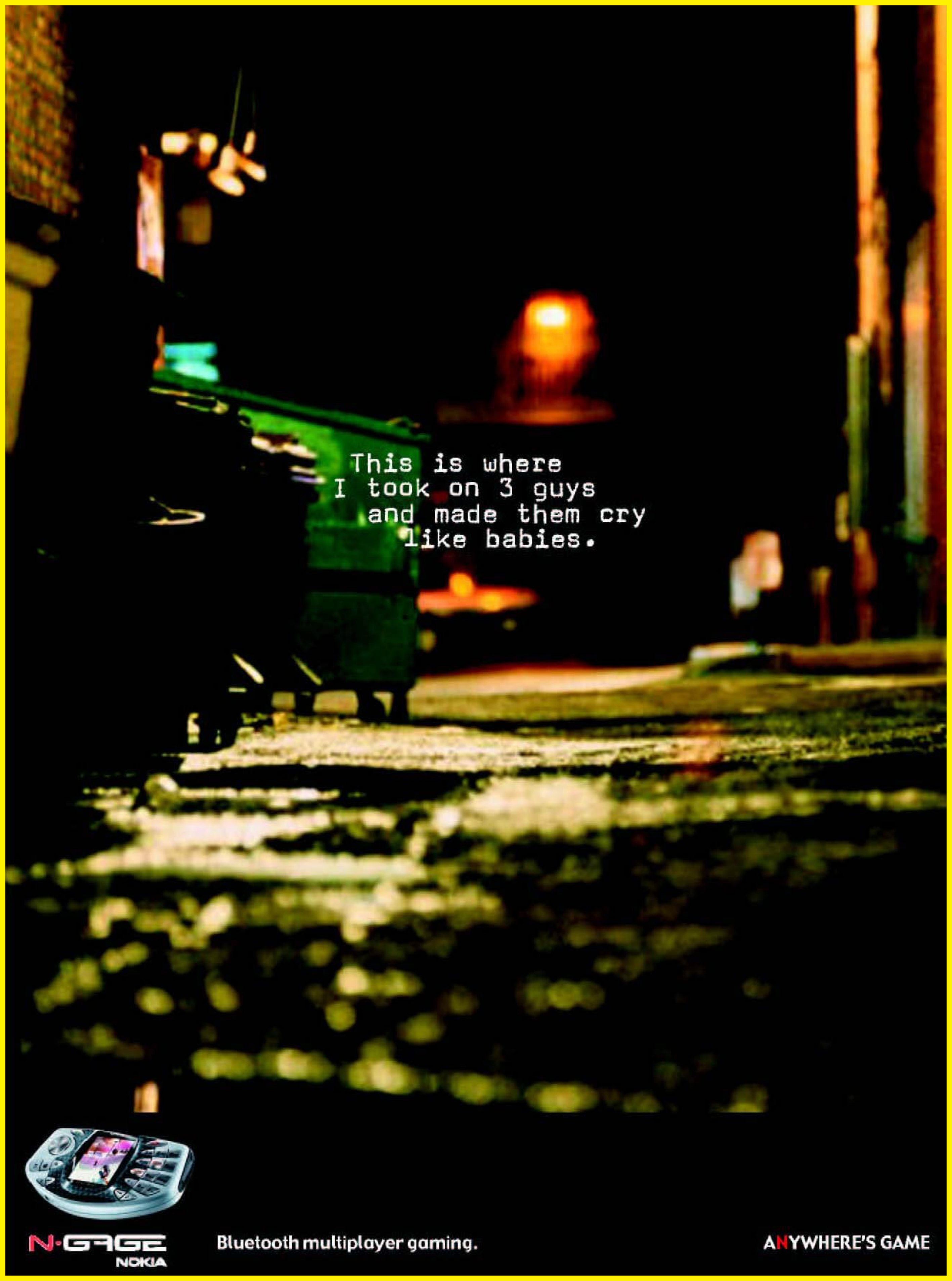
For gaming, the unit is comfortable to hold and use, even for extended periods. The keypad works well since the 5 and 7 buttons are raised, and the additional numbered keys brings to mind the old Intellivision keypad. Let's hope some more sports games make use of it.

Nokia has repeatedly claimed that it will continue to support the N-Gage for the long term. With upcoming titles like *The Sims: Bustin' Out*, as well as recent $100 price cuts, Nokia should start to see improved sales.

But Nokia might want to listen to some of the criticism regarding the product's ergonomics, though, and incorporate them into the next version of the N-Gage. If it's lucky, Nokia might be able to pull this one out yet.

THE SIMS: BUSTIN' OUT

One of the biggest announcements for Nokia's struggling system has to be the upcoming release of The Sims: Bustin' Out, due sometime during the first-half of 2004. Already released on all console systems and the GBA, Bustin' Out has proven to be a good seller and critical darling. EA and Nokia promise the N-Gage version will include specific features to take advantage of the N-Gage's unique capabilities, such as Bluetooth connectivity and the N-Gage Arena. Adding titles like the The Sims to the N-Gage library is crucial for the system to gain consumer support, so look out for more big announcements like this as 2004 gets rolling.


This is where
I took on 3 guys
and made them cry
like babies.
N·GAGE
NOKIA
Bluetooth multiplayer gaming.
ANYWHERE'S GAME

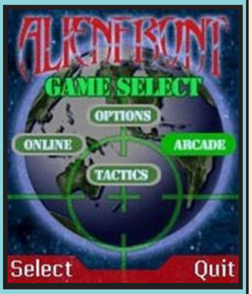
Unreleased N-Gage Games

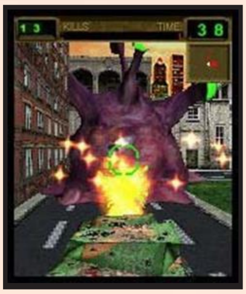
These pages consists of unreleased N-gage games.

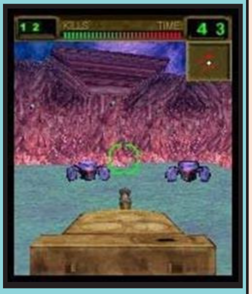
Some of these games was near completion and some may have only been a rumour. Development on some of these games may have stopped because of the low sales of the N-gage.

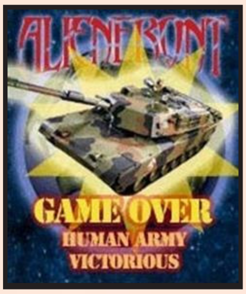
Alien Front

N·GAGE
1-2 PLAYERS
ALIENFRONT
TEEN
T
ESRB
SEGA
N-GAGE ARENA
ONLINE FEATURES AVAILABLE


ALIENFRONT
GAME SELECT
OPTIONS
ONLINE
ARCADE
TACTICS
Select
Quit


1 3
KILLS
TIME
3 8


1 2
KILLS
TIME
4 3


ALIENFRONT
GAME OVER
HUMAN ARMY
VICTORIOUS

Developer	Sega
Publisher	Sega
Genre	Action
Mode	1-2 Players

Alien Front was a planned port of the Dreamcast game, Alien Front Online. This port was going to be developed and published by Sega, which had previously developed and published games for the N-Gage. The port would be downsized for easier transfer to mobile phones.

In Alien Front, players would take on the role of an army tank commander to defend the Earth against invading aliens, or switch sides and take command of a futuristic 2-leg walker, a 4-leg spider walker, or an anti-gravity hovercraft vehicle.

The game was also expected to include a two-player deathmatch mode via Bluetooth wireless technology and the possibility to share game statistics online via the N-Gage Arena.

Alien Front, along with Virtua Cop, was expected to be available on the N-Gage in spring 2004.

On November 17th, 2019, a 4chan user shared the game's files in a /v/ thread about prototype and beta video games, making the game available for play.

Habbo Islands

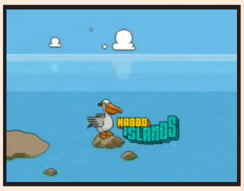
Developer	Sulake Incorporation
Planned release	Q2 2006
Genre	Adventure
Mode	1 Player

HABBO
ISLANDS

Habbo Islands is a cancelled Nokia N-Gage title which would have been released in 2006.

In September 2004, Finnish video game company Sulake launched Habbo Hotel in the United States and the player base surged. Wanting to capitalize on the success of Habbo Hotel and the up and coming mobile phone game market, Sulake announced in October of 2005 that a spin-off game for the Nokia N-gage titled Habbo Islands would release in the second half of 2006.

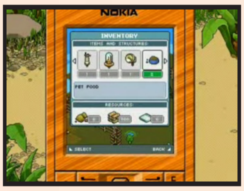
HABBO
Presents

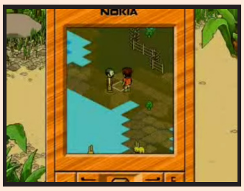


28 exciting missions in four different settings

4 million
unique visitors every month
in 16 countries
...and growing fast!

Set on an island in the Southern hemisphere of Habbo, Habbo Island would have been a single-player adventure. Containing twenty missions ranging from caring for animals, treasure hunting, and building structures. Players could choose from either Kaohali or Mokomi both natives of the island. Another promised feature was cross messaging to players in Habbo Hotel.





The game was postponed due to the development team feeling as though the hardware requirements just weren't there yet, and they put it on the back burner until (around) February 2005 when they started working on a prototype on the N-Gage platform. Habbo Island is estimated to have been between 90% - 100% completed.

Due to declining sales and lack of popularity of the Nokia N-gage, Habbo Island was quietly cancelled at an unknown date. However, more than one build of the game has surfaced, the latest is 1.0.7, which was used in order to create the E3 demo.

Allegedly, as many as 50 - 150 copies of the game were made for testing purposes, and it is rumored that Sampo Karjalainen and Pasi Ilola are (or at least were) in possession of two of said copies.

A copy of Habbo Islands running on the E3 build of the game surfaced on January, 1st, 2014. It was purchased on eBay with a Nokia N-Gage development unit by the YouTube user “Reiju”.

“lostmediawiki.com”

HABBO
ISLANDS

Habbo Islands kiosk
E3 2006

N-GAGE
1-8 PLAYERS
VIRTUA COP
TEEN
ONLINE FEATURES AVAILABLE

Virtua Cop

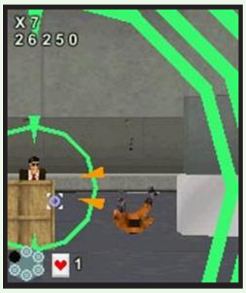
Developer	Sega
Publisher	Sega
Genre	Shooter
Mode	1-8 Players

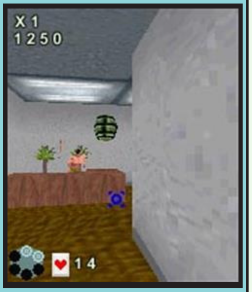
Virtua Cop is a cancelled port of a Sega Saturn light-gun game. Very few beta units were manufactured. The game was first announced by Sega together with Alien Front, which also was cancelled.

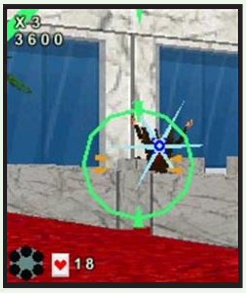
In addition to single-player, the game would also offer wireless two-player match play over GPRS. Players would be able to team up with another player over a Bluetooth connection. It would also feature the N-Gage Arena, where players could post their scores on leaderboards and see how they would rank globally in the game.

There has not been an official statement from Sega as to why this port was cancelled. Many point out the fact that the Nokia N-Gage did not sell well. This may have caused the cancellation of the port.

N-GAGE
NOKIA
Virtua Cop
1.0.5.27
G2.0 16K16ROM
00074AAXXXX
NOT FOR SALE
www.n-gage.com

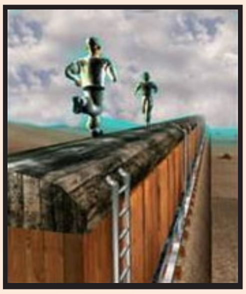


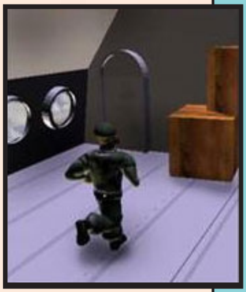




Joe

Developer	HumanSoft
Genre	Action-platformer





Joe is a cancelled action game that was in development by HumanSoft in 2003, for the N-Gage and PSP. Originally the studio produced a Renderware tech demo to pitch Joe for the N-Gage. The 2 screens preserved are probably target renders for the N-Gage version and it's unknown on how much the game was progressed before being abandoned. It may have been that HumanSoft never found a publisher interested in their project and Joe had to be canned.

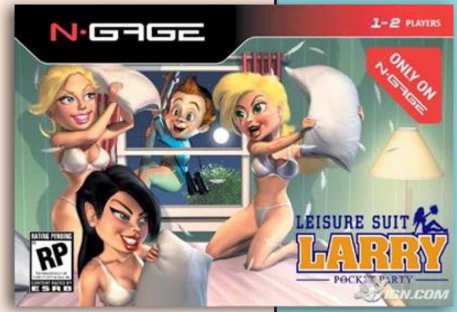
From the original press-release on IGN:

"Joe is a "commando-type action-platform game", Joe will boast four single-player missions with up to eight different levels per stage. Throughout the course of his adventure, Joe will make use of his hand-to-hand combat skills as he battles it out against a group of terrorists who have overtaken military bases, invaded important office buildings, and hijacked various trains, boats, and airplanes."

"Additional details are still forthcoming, though it has been confirmed that Joe will utilize the PSP's linking feature and support up to four players at the same time. A publisher has yet to be named."

"unseen64.net"

Leisure Suit Larry: Pocket Party


N·GAGE
1-2 PLAYERS
ONLY ON N-GAGE
LEISURE SUIT LARRY
POCKET PARTY
RP
IGN.COM

Developer	TKO Software
Publisher	Vivendi
Genre	Point and click adventure
Mode	1-2 Players

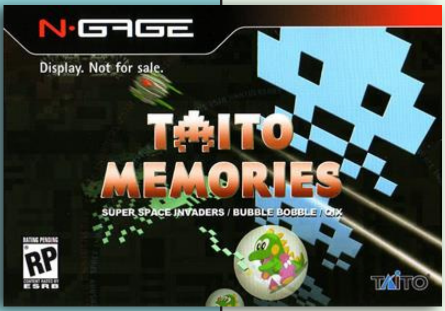
Leisure Suit Larry: Pocket Party was going to be the first original mobile title in the Leisure Suit Larry series, but it was never finished, probably because of the failure of the console.

In the game, players would have been able to explore a college campus while solving puzzles and engaging in risqué activities. As Larry search for the ultimate goal (having sex), he meet Rosie Palmer, the head cheerleader at Larry's college and he is determined to do anything to be with her.

In addition to single-player gameplay, there would be four different turn-based multiplayer mini-games. Pocket Party was supposed to be a big title for the N-Gage due to its raunchy language and humor, and also for the cell-shaded graphic, a brand new feature for the N-Gage.

It seems that Leisure Suit Larry N-Gage was developed twice: there are two completely full versions of the game. One that was deemed too raunchy and another that was redesigned by TKO-Dallas from the ground up. So there are two full, complete working versions of Pocket Party in Alpha form.

"unseen64.net"


N·GAGE
Display. Not for sale.
TAITO MEMORIES
SUPER SPACE INVADERS / BUBBLE BOBBLE / QIX
RP
TAITO

Taito Memories

Developer	Nokia
Publisher	Taito
Planned release	December 31, 2015
Genre	Compilation
Mode	1 (-) Player(s)

1UP
HI-SCORE
2UP
600
500
SHIELD
SHIELD

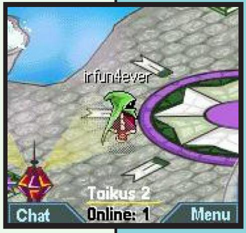
This was an unreleased Taito arcade compilation for the N-Gage. Notably, it would have used the title from the Japanese Taito compilations rather than the western name of Taito Legends.

The games which would have been included in this compilation were: Super Space Invaders, Bubble Bobble and Qix.

Hinter Wars: The Aterian Invasion

HINTER
WARS
THE ATERIAN INVASION

Developer	Activate Interactive
Publisher	Nokia
Planned release	Q1 2006
Genre	MMORPG



HinterWars: The Aterian Invasion was announced by Nokia at GDC 2005. The game was notable for being a title on both PC and their mobile N-Gage platform that would support cross-platform play between the two. The game casts the players as one of four races fending off the Aterians.

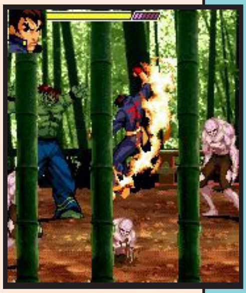
Developed with Symbian by Activate Interactive out of Singapore, HinterWars was intended to promote the N-Gage platform in Asia. Rick Gawdat, head of Nokia's Asia-Pacific games division commented; *"The sheer fact that tens of thousands of players can play at the same time is indicative of a truly compelling game that will be a hit amongst gamers across the Asia-Pacific region."*

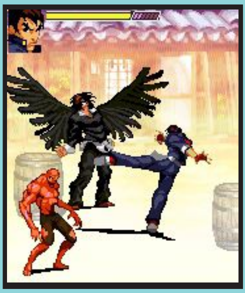
Nokia planned to add additional features to the mobile version, such as faster experience gain and special equipment, to entice players to buy the gaming-focused handset.

The PC and mobile phone client for the final and ready-to-play version of HinterWars: The Aterian Invasion was first expected to be available for download free of charge in the fourth quarter of 2005.

Gekido

Developer	Naps Team
Genre	Beat 'em-up





Gekido is a series of beat 'em up games developed by Naps Team, released for the Playstation and GameBoy Advance, with a Gekido PSP and a Gekido GameBoy Color that were never finished for some reasons. It seems that they also planned a N-Gage version, mentioned in an IGN article, but even this version was canned. It is possible that they had to stop the development because of the low sales of the N-gage.

Spirits (Jadestone)

Developer	Jadestone Group
Genre	MMORPG , Cards

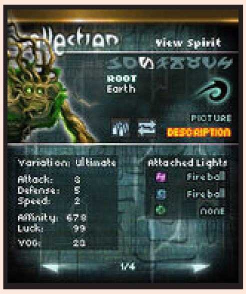
Spirits is a cancelled MMORPG / collectible card game that was in development around 2005 by Jadestone Group for the N-Gage. By taking advantage of the device's mobile network features players would be able to play against people from all around the world, fighting them and collecting new cards/monsters to use in their team/deck.

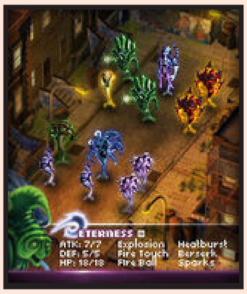
From the original website:

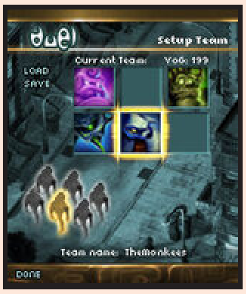
"A long time ago, peace ruled the Earth as mankind lived in harmony with nature and all the other inhabitants of the planet – those you could see and those you couldn't. Spirit beings born out of the four elements were all around us, and some humans could even communicate with them.

The memory of those ancient times is buried somewhere in the collective consciousness of mankind, but there are still spirit beings here to this day. SPIRITS™ tells the story of people that have been involved with the spirits in different ways over the millennia. The epic saga, which began in the ancient past of humanity, now plays out in the streets of today's metropolitan cities.

SPIRITS™ is a massively multiplayer online (MMO) game with one main objective. You must fight the CUT – a doomsday sect trying to stop overpopulation by creating natural disasters to kill innocent people. You'll have to hunt and collect spirits, test your skills in duels, perform rituals, and take on challenging missions that require tactical thinking and speedy reflexes."


llection
View Spirit
ROOT
Earth
PICTURE
DESCRIPTION
Variation: Ultimate
Attack: 3
Defense: 5
Speed: 2
Affinity: 678
Luck: 99
VO6: 23
Attached Lights
Fire ball
Fire ball
none
1/4


ETERNESS
ATK: 7/7
DEF: 5/5
HP: 18/18
Explosion
Fire Touch
Fire Ball
Healburst
Berserk
Sparks


duel
Setup Team
Current Team:
VO6: 199
LOAD
SAVE
Team name: TheMonkees
DONE

It seems Nokia and Jadestone had a demo of their game available at E3 2005, as reported by Gamestop at the time:

"Spirits aims to tap into the immensely addictive qualities of collectible card games, like Magic: the Gathering, to combine them with the massively multiplayer online capabilities of the N-Gage. It's pretty clear that simply sticking a collectible card game, wholesale, into a video game doesn't make for a great experience — and waves of mediocre Magic games have proven it — so Spirits is built upon a fairly complex backstory to provide the gameplay with some context.

The entire game will play out on N-Gage Arena, much like Pocket Kingdom does today. There are four basic gameplay elements in Spirits: collecting spirit cards, completing missions, duelling other players, and optimizing your "team" of spirits to keep it in fighting shape. To get new spirit cards, you'll have to participate in a little minigame, called a "hunt," where you actually catch spirits as they float around.

First, you assemble a team of six spirits that will comprise your troops. Your team and your opponent's team are then placed on either end of a small isometric game board. Combat seemed to be really simple, at least at this point in development, so you select an attacking spirit, and then you choose an enemy spirit to target. The two collide, and damage is assigned. The gameplay's turn-based, but both players make their decisions simultaneously, which adds a little more guesswork to the mix."

"unseen64.net"

These are some of the titles which was either a rumour, in development, or was just an idea that never left it's initial planning stage;

Aquababe: Freaky Gardening
Action game in development by Byte Defenders and produced by Living Mobile. No prototype has surfaced.

Bounce
This game was in development by Activision. The game may have been a version of Nokia's mobile game series, Bounce, which came pre-loaded on many Nokia mobile phones. No prototype has surfaced. A game called Bounce Boing Voyage was released for the S60 (via N-Gage 2.0) in 2008.

DRIV3R
This would be a port of the console game with the same name. It would be developed by Reflections Interactive and V3D Production, and published by Atari SA. Planned release was 2005. No prototype has surfaced.

Fussball Manager Pro
This was a business simulation in development by Bigben Interactive. No prototype has surfaced.

Kart Racing
A racing game in development by an unknown developer and set to be published by Nokia in early 2004. No prototype has surfaced.

Lex Ferrum
An action game in development by YDreams and Blueshark Studio. It had a planned release of March 3, 2006. Some artwork from the development exists.

Ping
This would be a 4-player version of Pong. It was in development by Radiant Silver Labs and had a release date set at June 19, 2017. A prototype exists.

Shade: Wrath of Angels
A role-playing game released on Windows in 2004. An N-gage version was in development by Cenega Publishing. It would be published by Nokia and was set to release at June 9, 2004. No prototype has surfaced.

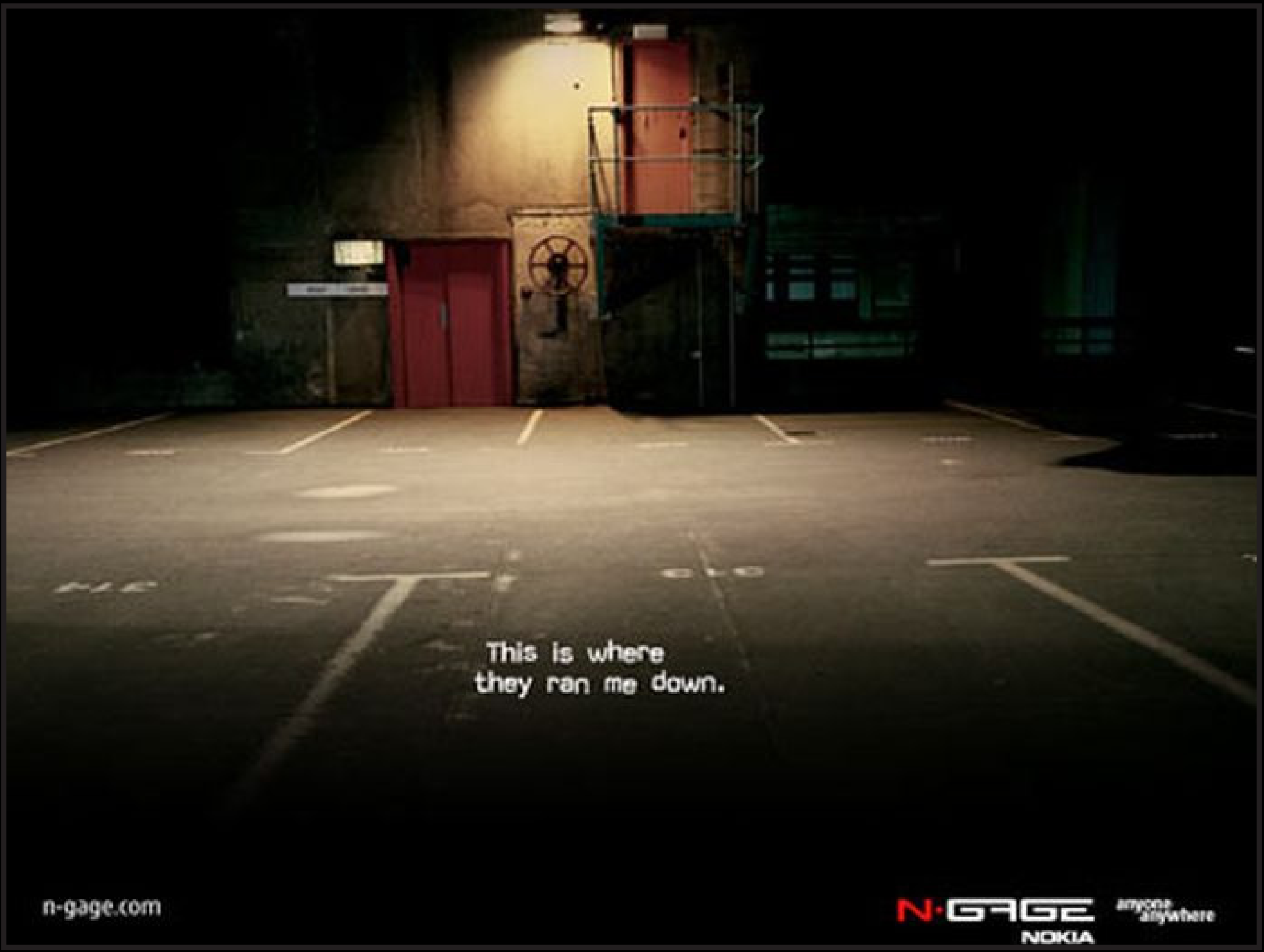
Shadow-Born
This would be an MMORPG by Backbone Entertainment. It would be published by Nokia, and had a planned release at 2009. No prototype has surfaced.

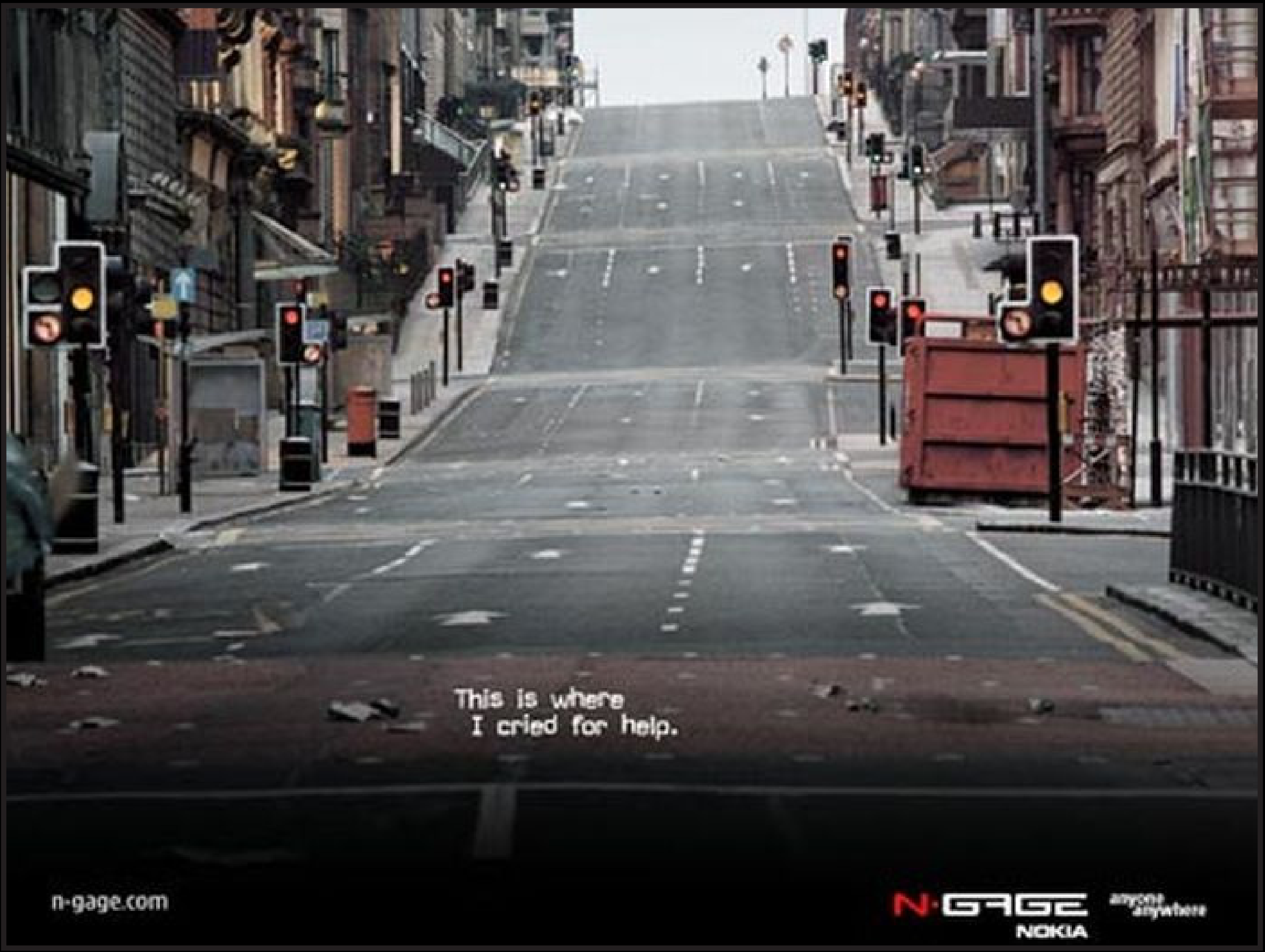
Tiger Woods PGA Tour 2005
This would be an entry in the Tiger Woods video game series. It was in development by Electronic Arts and had a planned release date of October 1, 2004. Screenshots exists. No prototype has surfaced.

The Urbz: Sims in the City
This would be an entry in the Sims series, and was in development by Griptonite Games. It would be published by Electronic Arts. No prototype has surfaced.

Virtually Board Snowboarding II
This would be a sports game by Fathammer. It would be published by Nokia. No prototype has surfaced.

Xyanide
Xyanide is a shoot 'em up released on the Xbox in 2006. A version for N-gage was in development by Overloaded Pocket Media, but switched the game to a mobile version for Symbian and Java. The N-Gage version would be published by Playlogic and had a release date of 21 May, 2004. No prototype has surfaced.


This is where
they ran me down.
n-gage.com
N·GAGE
NOKIA
anyone
anywhere


This is where
I cried for help.
n-gage.com
N·GAGE
NOKIA
anyone
anywhere

Accessories

Since the system was part mobile phone it received a lot of off-brand accessories compatible with most of the mobile phones used at the time.

These pages consists of a few of the N-Gage accessories. Many of these items are still for sale online by different vendors.

N-Gage QD Dual Headset

N-Gage QD Dual Headset

N-Gage QD Snap-on Speaker Headset

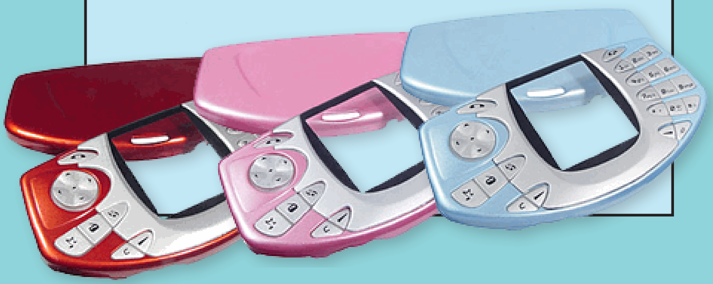
N-Gage QD Carrying Case

N-Gage Aluminum Game Card Case

N-Gage Nylon Game Card

N-Gage Key Strap

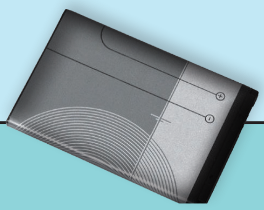
Faceplates
Off-brand faceplates in a variations of color. These are still sold today (2020 “echostore.com”).



N-Gage headphone adaptor
This cable allowed users to use headphones with a normal sized jack with the N-Gage’s smaller port.

Battery

Off-brand batteries for the system can still be bought today. It uses a standard 3.7V V Li-ion battery.



Nokia Wireless BlueTooth headset

This Oficial Nokia product (HDW-2) allowed user to make calls from their N-Gage without the use of wires. It had a price tag of $120 at the time of it's release.

N-Gage QD MMC Expander

The MMC Expander enables the use of two MMC cards. Players can switch between which card they want to use. It replaces the QD battery cover in order to keep the QD thin.

Nokia Mobile Charger

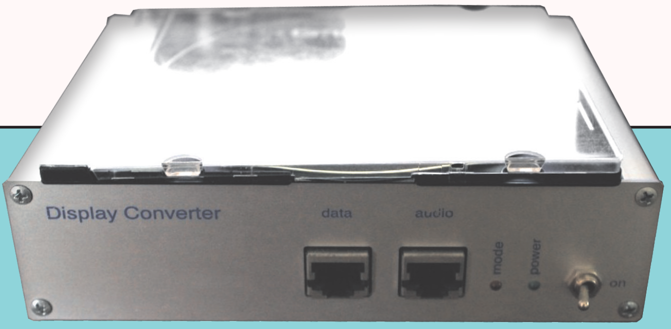
This official Nokia cable (LCH-12) allowed users to charge the N-Gage by using the car cigarette lighter socket. It retailed for around $15 at the time of release.

N-Gage QD TV Out Box

This was used by Nokia developers or partners. The device was used for displaying an image from a phone, for example for the purposes of creating trailers or for use at presentations and trade fairs for players.

This device is only compatible with Nokia QD and requires physical modification of the console.

"Prywatna strona Dark Archona"



Mad Catz Starter Kit

The Mad Catz starter kit, priced at $50 at the time, contained a leather carrying case (with room for the system, games, ID card, credit cards, etc.), an ergonomic rear plate for the N-Gage (that supposedly makes playing games more comfortable), and a mobile car charger.

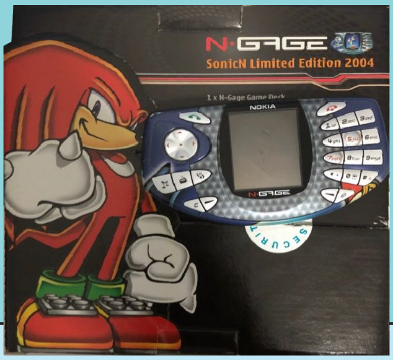
STARTER KIT
FEEL IT!
N-GAGE

Box Variations

These pages consists of some of the bundles released for the systems. The QD version of the N-Gage received most of the bundle releases, and most of them consists of a single game added to the package.

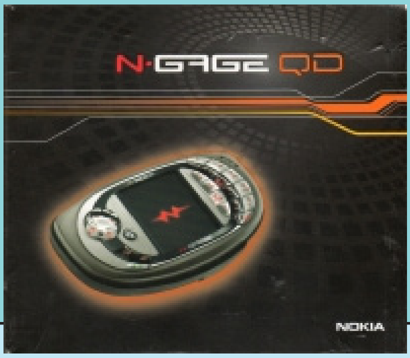
N-Gage

The The standard N-Gage Edition



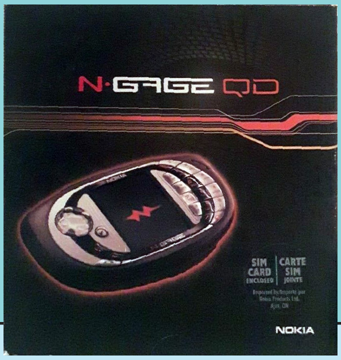
N-Gage SonicN - Limited Edition 2004

Came with SonicN.



N-Gage QD

The standard QD Edition came with a travel charger, dual mono headset and a Li-Ion battery.

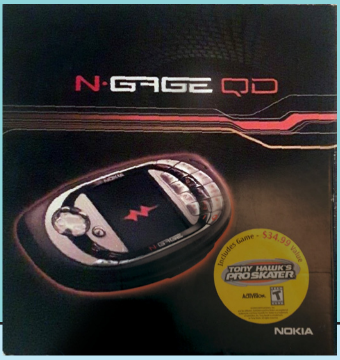


N-Gage QD

The standard QD version. Came in a slightly larger box.

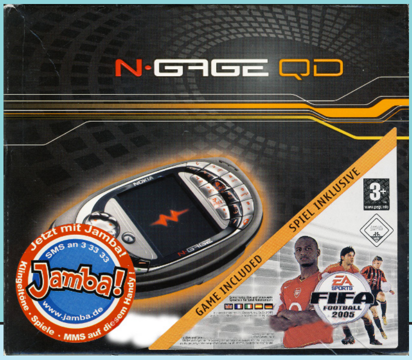
N-Gage - Orange Edition

Came with an orange colored N-Gage.


N-GAGE QD
TONY HAWK'S PRO SKATER
NOKIA

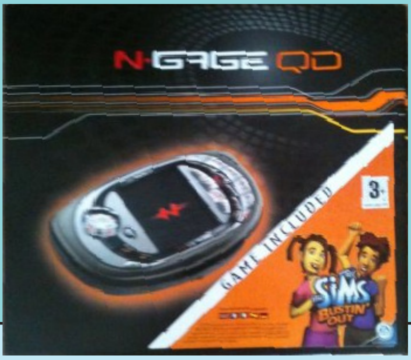
N-Gage QD - Bundle

Came with Tony Hawk's Pro Skater.


N-GAGE QD
Jamba!
SPIEL INKLUSIVE
GAME INCLUDED
FIFA FOOTBALL 2005

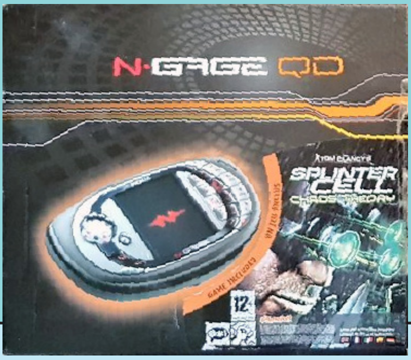
N-Gage QD - Bundle

German and Spain release. Came with Fifa 2005.


N-GAGE QD
GAME INCLUDED
SIMS BUSTIN' OUT

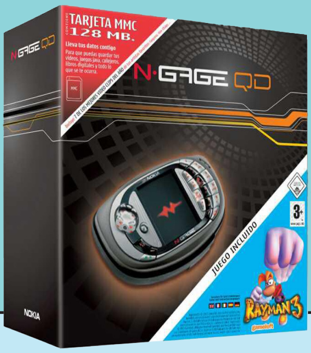
N-Gage QD - Bundle

Came with Sims Bustin' Out.


N-GAGE QD
SPLINTER CELL CHAOS THEORY
GAME INCLUDED

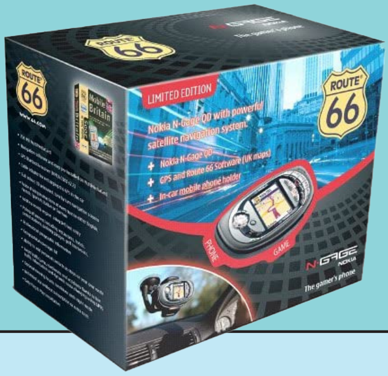
N-Gage QD - Bundle

Came with Splinter Cell.


TARJETA MMC 128 MB.
N-GAGE QD
JUEGO INCLUIDO
RAYMAN 3
NOKIA

N-Gage QD - Bundle

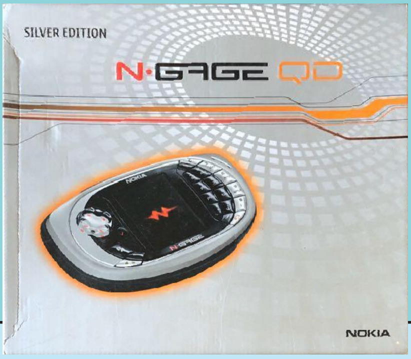
Came with Rayman 3.


ROUTE 66
LIMITED EDITION
N-GAGE
The game's phone

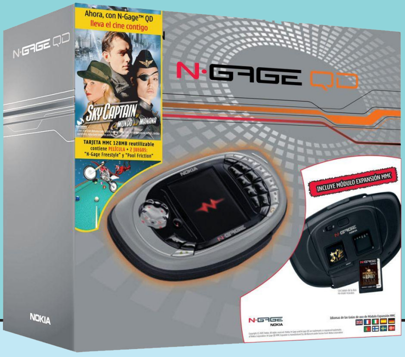
N-Gage QD

Satellite Navigation Bundle

Includes GPS, Route 66 Software and In-Car Mobile Holder.


SILVER EDITION
N-GAGE QD
NOKIA

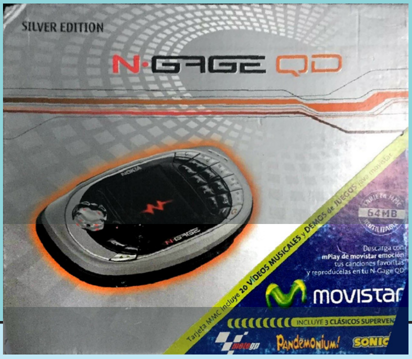
N-Gage QD - Silver Edition


N-GAGE QD
SKY CAPTAIN
NOKIA

N-Gage QD -

Silver Edition Bundle

-


SILVER EDITION
N-GAGE QD
movistar
SONIC

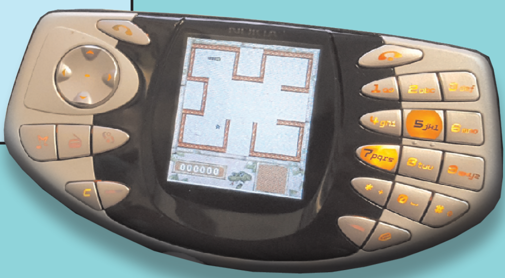
N-Gage QD -

Silver Edition Bundle

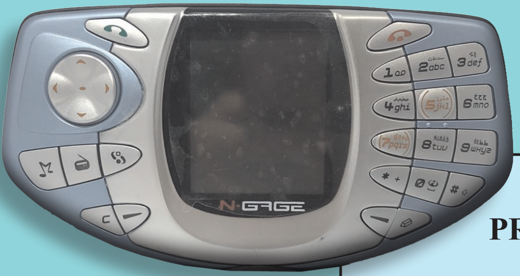
Spanish release. Includes 3 games (demos) and 20 music videos.

Prototypes

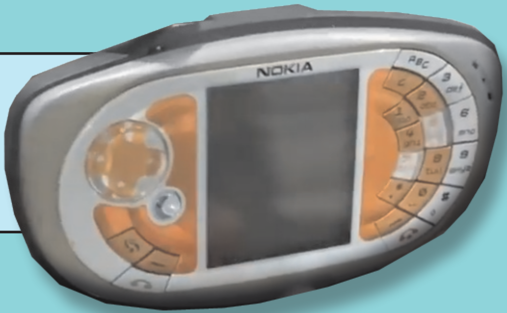
These pages consists of different prototypes made by Nokia. The systems listed here are mostly models in the late development stages of the console and are identical to the retail product. Some was most likely used for developers testing software.



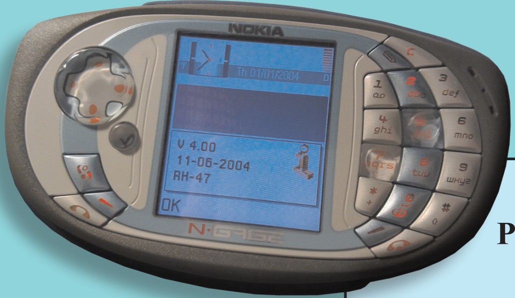
N-Gage
PROTO B 2.0
NEM-4



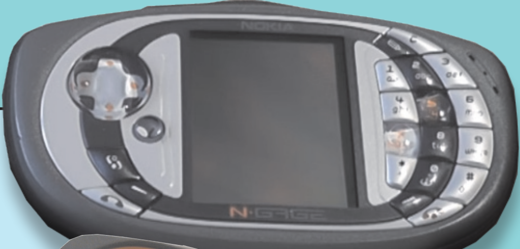
N-Gage
PROTO B 5.2
0620



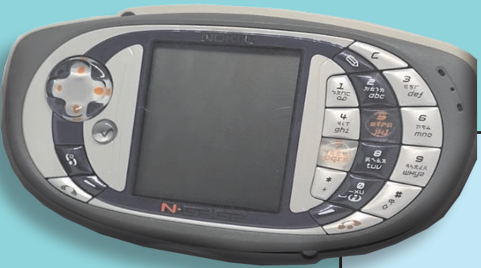
N-Gage QD
PROTO B 2.0
RH-47



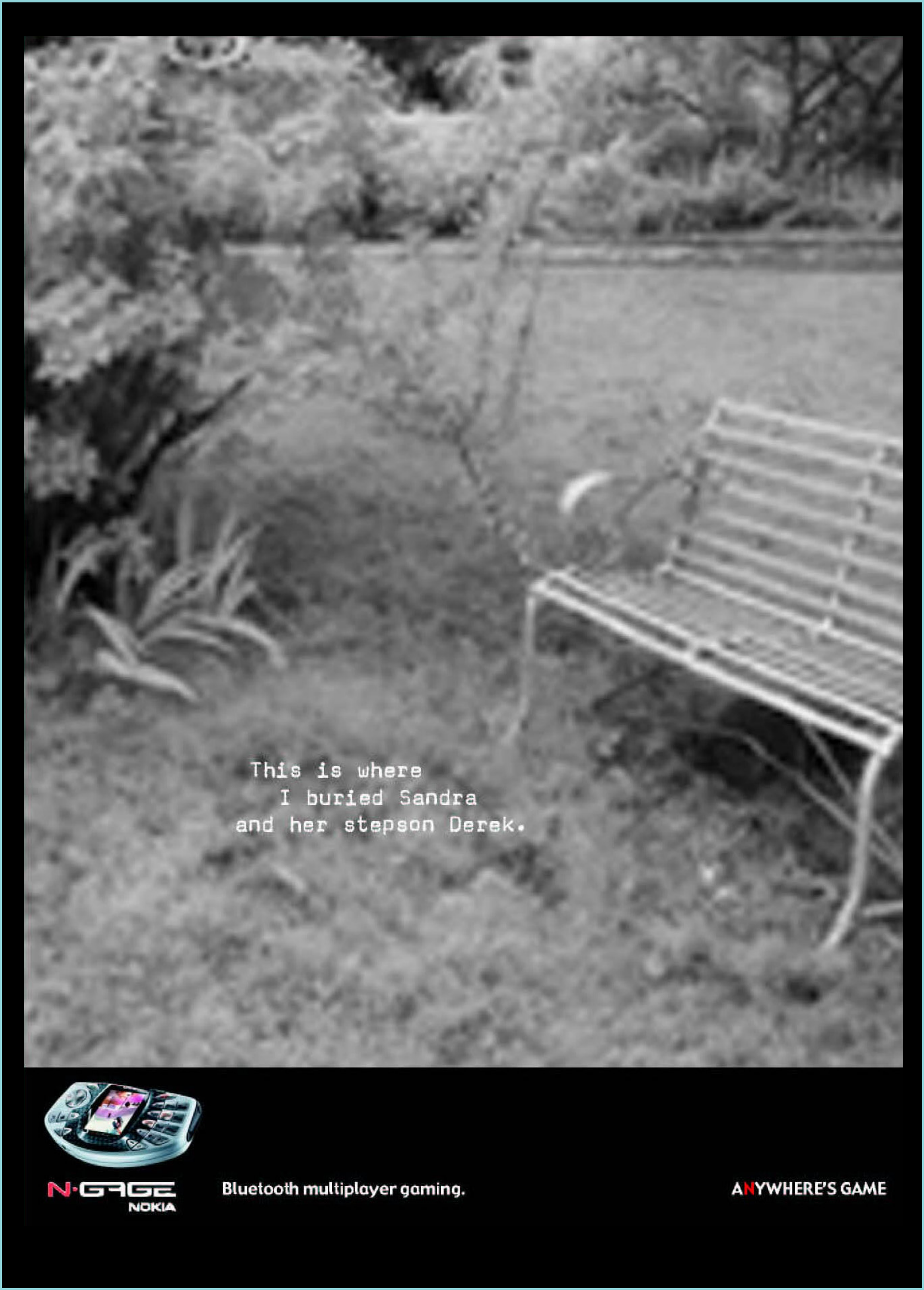
N-Gage QD
PROTO F 4.0
RH-47



N-Gage QD
PROTO B 5.0
RH-47



N-Gage QD
PROTO B 5.1
RH-29



This is where
I buried Sandra
and her stepson Derek.

N·GAGE
NOKIA

Bluetooth multiplayer gaming.

ANYWHERE'S GAME

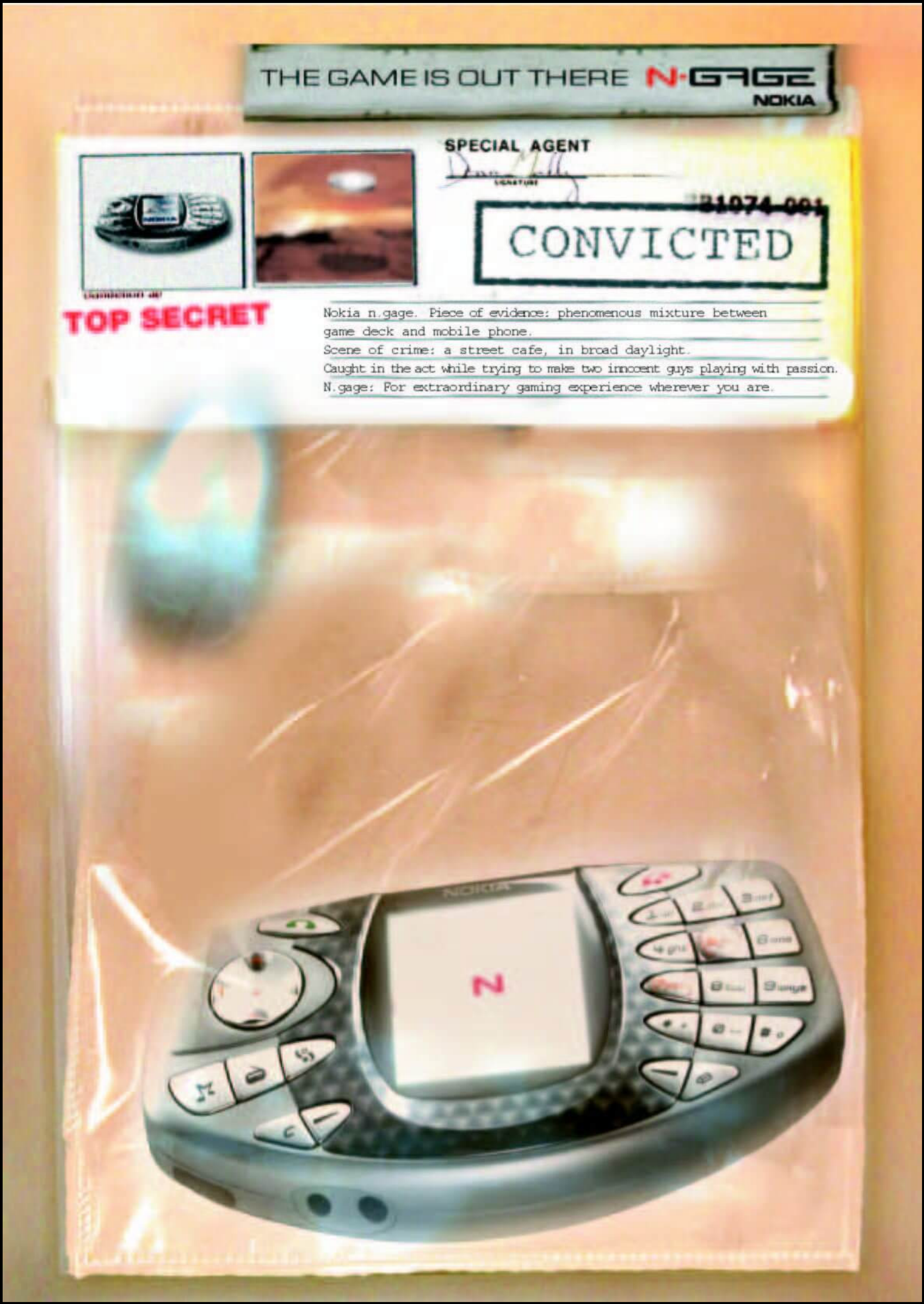
Checklist For Commercial Released N-Gage Games

Red text means that it is unknown if the game received a release in that continent.

Name	F	C	I	B	pg.
Ashen	NA				324
Ashen	EU				324
Asphalt Urban GT	NA				324
Asphalt Urban GT	EU				324
Asphalt: Urban GT 2	NA				325
Asphalt: Urban GT 2	EU				325
Atari Masterpieces Vol. I	NA				325
Atari Masterpieces Vol. I	EU				325
Atari Masterpieces Vol. II	NA				326
Atari Masterpieces Vol. II	EU				326
Bomberman	NA				326
Bomberman	EU				326
Call of Duty	NA				327
Call of Duty	EU				327
Catan	NA				327
Catan	EU				327
Civilization	NA				328
Civilization	EU				328
Colin McRae Rally 2005	NA				328
Colin McRae Rally 2005	EU				328
Crash Nitro Kart	NA				329
Crash Nitro Kart	EU				329
FIFA Football 2004	NA				332
FIFA Football 2004	EU				332
FIFA Football 2005	NA				332
FIFA Football 2005	EU				332
Flo Boarding	EU				333
Glimmerati	NA				333
Glimmerati	EU				333
High Seize	NA				334
High Seize	EU				334
Marcel Desailly Pro Soccer	NA				335
Marcel Desailly Pro Soccer	EU				335
Mile High Pinball	NA				335
Mile High Pinball	EU				335
MLB Slam!	NA				336
MLB Slam!	EU				336
MotoGP	NA				336
MotoGP	EU				336
N-Gage Freestyle	EU				339
NCAA Football 2004	NA				339
ONE	NA				340
ONE	EU				340
Operation Shadow	NA				340
Operation Shadow	EU				340
Pandemonium!	NA				343
Pandemonium!	EU				343
Pathway to Glory	NA				343

Name	F	C	I	B	pg.
Pathway to Glory	EU				343
Pathway to Glory: Ikusa Islands	NA				344
Pathway to Glory: Ikusa Islands	EU				344
Payload	NA				344
Pocket Kingdom: Own the World	NA				345
Pocket Kingdom: Own the World	EU				345
Pool Friction	EU				345
Puyo Pop	NA				346
Puyo Pop	EU				346
Puzzle Bobble VS	NA				346
Puzzle Bobble VS	EU				346
Rayman 3	NA				347
Rayman 3	EU				347
Red Faction	NA				347
Red Faction	EU				347
Requiem of Hell	NA				348
Requiem of Hell	EU				348
Rifts: Promise of Power	NA				348
Rifts: Promise of Power	EU				348
Roots: Gates of Chaos, the	NA				351
Roots: Gates of Chaos, the	EU				351
Sango / SanGo Fighter	?				349
Sega Rally Championship	EU				352
Sims Bustin’ Out, the	NA				350
Sims Bustin’ Out, the	EU				350
Snakes	NA				349
Snakes	EU				349
SonicN	NA				352
SonicN	EU				352
Space Impact Evolution X	NA				350
Space Impact Evolution X	EU				350
Spider-Man 2	NA				351
Spider-Man 2	EU				351
SSX Out of Bounds	NA				354
SSX Out of Bounds	EU				354
StuntCar Extreme	NA				355
StuntCar Extreme	EU				355
Super Monkey Ball	NA				356
Super Monkey Ball	EU				356
System Rush	NA				354
System Rush	EU				354
TechWars	EU				355
The Elder Scrolls Travels: Shadowkey	NA				330
The Elder Scrolls Travels: Shadowkey	EU				330
The King of Fighters Extreme	NA				334
The King of Fighters Extreme	EU				334
Tiger Woods PGA Tour 2004	NA				359
Tiger Woods PGA Tour 2004	EU				359
Tom Clancy’s Ghost Recon: Jungle Storm	NA				361

Name	**F**	**C**	**I**	**B**	**pg.**
Tom Clancy's Ghost Recon: Jungle Storm	EU				361
Tom Clancy's Splinter Cell: Chaos Theory	NA				360
Tom Clancy's Splinter Cell: Chaos Theory	EU				360
Tom Clancy's Splinter Cell: Team Stealth Action	NA				360
Tom Clancy's Splinter Cell: Team Stealth Action	EU				360
Tomb Raider	NA				359
Tomb Raider	EU				359
Tony Hawk's Pro Skater	NA				356
Tony Hawk's Pro Skater	EU				356
Virtua Tennis	NA				357
Virtua Tennis	EU				357
Warhammer 40,000: Glory in Death	NA				357
Warhammer 40,000: Glory in Death	EU				357
Worms World Party	NA				361
Worms World Party	EU				361
WWE Aftershock	NA				362
WWE Aftershock	EU				362
X-Men Legends	NA				363
X-Men Legends	EU				363
X-Men Legends II: Rise of Apocalypse	NA				363
X-Men Legends II: Rise of Apocalypse	EU				363
Xanadu Next	NA				362
Xanadu Next	EU				362


THE GAME IS OUT THERE
N·GAGE
NOKIA
TOP SECRET
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Nokia n.gage. Piece of evidence: phenomenous mixture between game deck and mobile phone.
Scene of crime: a street cafe, in broad daylight.
Caught in the act while trying to make two innocent guys playing with passion.
N.gage: For extraordinary gaming experience wherever you are.

LIST OF COMMERCIAL ATARI LYNX GAMES

Name	pg.
APB	30
Awesome Golf	31
Baseball Heroes	34
Basketbrawl	34
Batman Returns	33
BattleWheels	36
Battlezone 2000	38
Bill & Ted's Excellent Adventure	38
Blockout	42
Blue Lightning	41
California Games	42
Checkered Flag	35
Chip's Challenge	35
Crystal Mines II	44
Desert Strike	43
Dinolympics	45
Dirty Larry: Renegade Cop	44
Double Dragon	46
Dracula the Undead	46
Electrocop	47
European Soccer Challenge	48
Fidelity Ultimate Chess Challenge, the	48
Gates of Zendocon	49
Gauntlet: The Third Encounter	50
Gordo 106	54
Hard Drivin'	53
Hockey	50
Hydra	55
Ishido: The Way of Stones	53
Jimmy Connors Tennis	57
Joust	55
Klax	58
Kung Food	57
Lemmings	56
Lynx Casino	57
Malibu Bikini Volleyball	58
Ms. Pac-Man	60
NFL Football	61
Ninja Gaiden	62
Ninja Gaiden III: The Ancient Ship of Doom	64
Pac-Land	61
Paperboy	60
Pinball Jam	62
Pit-Fighter	65
Power Factor	67
Qix	66
Rampage	71
Rampart	71
RoadBlasters	69
Robo-Squash	67
Robotron: 2084	66
Rygar	72
S.T.U.N. Runner	69
Scrapyard Dog	70
Shadow of the Beast	75
Shanghai	72
Steel Talons	74
Super Asteroids & Missile Command	76
Super Off Road	74
Super Skweek	77
Switchblade II	76
Todd's Adventures in Slime World	78
Toki	65
Tournament Cyberball 2072	80
Turbo Sub	70
Viking Child	81
Warbirds	82
World Class Fussball/Soccer	82
Xenophobe	81
Xybots	80
Zarlor Mercenary	83

LIST OF HOMEBREW ATARI LYNX GAMES

Name	pg.
2048	87
4TTUDE	87
A Bug's Lynx	87
Alien	87
Allein	88
Alpine Games	88
Alpine Games Bonus Card	88
Always winter, never Christmas	88
Anti A-Bomb Aircraft Artillery	89
Assembloids	89
Atari Tabletops Collection #1	90
Atomix	90
Autostereogram Volume 1 / 2	92
Bars	91
Battlespace	91
Berzerkoids	89
Biniax	89
Bitchy	90
BoBo	91
Booster	92
Bubble Trouble	93

Name	pg.
C-Gull	91
Catkanoid	94
CGE 5th Anniversary	92
Championship Rally	95
CHIP-8 Emulator	93
Chopper X	93
Clicks!	94
Columns	95
Conquistador	91
Cross Chase	95
Crystal Mines II : Buried Treasure	94
Crystal Mines II : Buried Treasure Expansion CD	94
Cyber Virus	97
Death Cartridge	90
Dice Board Game	98
Eggsavier's Cackleberry Rescue	97
Eye of the Beholder	98
Fat Bobby	92
Find a way to my heart	97
Fishing for Atari	95
Fission	99
Flappy Bird (Testing)	99
Glob Shoot	99
Griel's Quest for the Sangraal	100
Grime 6502	99
Growing Ties	100
Hanoi	95
Hotdog	101
Hotdog April Fools	101
Hyperdrome	101
Jellybeans	100
Jungle Jack	101
Karateboy	102
Kistenschieben	102
Knight Moves	103
Lawnmower	98
Lexis	100
Limny	103
Loopz	104
Luchsenstein 3D	104
Lynx Blast / Dynalynx	105
Lynx Ops	105
Lynx Othello	102
Lynx Quest	102
Lynx Tris	103
Lynx Virus	106
Lynxopoly	103
Marble Madness	106
Marlboro Man	107

Name	pg.
MegaPak Vol. 1	107
Mines 2	106
Mortal Kombat	108
Mortal Kombat II	108
MultiPong 1k	109
Nomad Rally 2018 Demo	109
Nutmeg	105
Nyan Cat	108
Odynexus: Journey to Ithaca	103
On Duty	104
Othello	110
Ouragan	110
P.I.T.S. Driving School	109
Peg Solitaire	111
Poker	111
Poker 110 / Nezumi kun to POKER shiyouyo	111
PokerMania	111
Pong 4 Fun	110
Ponx	106
Pounce!	107
Push Around the World	108
Puzzler 2000	109
Quadromania	112
Quadromania Redux	112
RabbiLynx	113
Raid on TriCity	116
Raiden	113
Rapid Racer	112
Reiko's Robot Run	113
Relief Pitcher	114
Remnant Planar Wars 3D	114
Retro X-MASsacre	116
Reversi	112
S.I.M.I.S.	116
Scroll of the Time Lords - Lovejoy Prologue	115
SFX	110
Shaken, not stirred	115
Silas Adventure	117
Silly Blaster	114
SillySis	114
Sky Raider	118
Sky Raider Redux	118
Snake	115
SokoMania	117
Solitaire!	119
Space Battle	119
Stardreamer	117
Sudoku	117
Swaping Tiles	118

Name	pg.
Sylvester the Lumberjack	118
T-Tris	120
Teen Dance	119
Tetris Raiden	119
The Castle of Khon-gis	120
The Grail of the Lava Kingdom	121
The Inside World	120
Tiny Lynx Adventure	121
Traffic Jam	121
Tron 6 Fun	120
Turkey Puncher 3: Hyper Punching	121
Undergrounders	122
Unseen	122
Weltenschlächter	123
Xump - The Final Run	123
Yastuna Volume 1 - The Alchemy of Cubes	124
Yastuna Volume 2 - The Space Incident	124
YNXA	122
Zaku	125
Zaku Puzzle	125

LIST OF UNRELEASED / PROTOTYPES / AFTER MARKET / DEMO GAMES ATARI LYNX GAMES

Name	pg.
48-in-1 Cartridge	129
720°	129
Alien vs Predator	129
Barbarian Bodyguard	130
Battletoads	130
Bleaker	130
Blood and Guts Hockey	131
Blue Earth	130
Blue Lightning Demo Card	131
Cabal	131
Catacomb Raider	130
Centipede	130
Command: Starship	130
Daemon's Gate	132
Defender	130
Diagnostic Cart	132
Distant Lands	131
Dragnet	132
Dungeon Slayers	133
Dynablaster	134
Edward 2000	134
Ejagfest Slideshow	133
Escape from the Planet of the Robot Monsters	134
Evergreen	141
Full Court Press	133
GeoDuel	137
Guardians: Storm Over Doria	133
Heavyweight Contender	137
Hellraiser	134
Iron Reign	134
Krazy Ace Miniature Golf	138
Levi the Lynx	130
Lode Runner	137
Lynx Invades Japan	134
Lynx Reloaded Multi-Cart	136
Lynx SD Menu Loader 2	138
Marlboro Go!	139
Mechtiles	138
Metal Mutant	134
Monster Demolition	139
ParaLemmings	136
Picross	137
Pitfall: The Mayan Adventure	136
Pro Quarterback	141
Road Riot 4WD	140
Rolling Thunder	136
Silly Venture 2k14 Invitro Demo	139
Simpsons Digitized Sound Player	140
Space War	140
Strider II	141
The Furies	136
TNT Terry	140
Tropsy	141
Vindicators	141
Wolfenstein 3D	141
Zaku Demo	141

LIST OF COMMERCIAL GAME.COM GAMES

Name	pg.
Batman & Robin	184
Centipede	184
Duke Nukem 3D	185
Fighters Megamix	185
Frogger	186
Henry	187
Indy 500	186
Jeopardy!	187
Lights Out	188
Lost World: Jurassic Park , the	189
Monopoly	190
Mortal Kombat Trilogy	193
Quiz Wiz: Cyber Trivia	191

Name	pg.
Resident Evil 2	191
Scrabble	193
Sonic Jam	190
Tiger Casino	188
Wheel of Fortune	192
Wheel of Fortune 2	192
Williams Arcade Classics	192

LIST OF UNRELEASED GAME.COM GAMES

Name	pg.
A Bug's Life	202
Castlevania: Symphony of the Night	196
Command & Conquer: Red Alert	202
Deer Hunter	202
Furbyland	197
Giga Pet Deluxe	196
Godzilla	202
Holyfield Champion Boxing	200
Madden Football 98	198
Madden Football 99	198
Metal Gear Solid	195
Mutoids	202
Name That Tune	199
NASCAR Racing	202
NBA Hangtime	201
NBA Live '99	201
Shadow Madness	202
Small Soldiers	199
The Legend of the Lost	195
Turok	197
Virtua Fighter 3	202
WCW Whiplash	200
X-Files, the	202
You Don't Know Jack	202

LIST OF COMMERCIAL GP32 GAMES

Name	pg.
Astonishia Story R	222
Blue Angelo	223
Dooly Soccer 2002	223
Dungeon & Guarder	224
DyHard Infinity	224
Funny Soccer	224
Gloop Deluxe	225
GP Fight	225
Hany Party Game	225
Her Knights	226
Kimchi-Man	226
Little Wizard	227
Mill	227
Oneshot Voca	228
Pinball Dreams	228
Princess Maker 2	229
Rally Pop	228
Raphael	229
Story of Bug Eyed Monster	230
Super Plusha	230
Tanggle's Magic Square	230
Tears: Contact	231
Therapy	231
Tomak: Save the Earth, Again!	232
Treasure Island	232
Wanna Be Wizard	231
Winter Is...	233
Wizard Slayer	233

LIST OF UNRELEASED GP32 GAMES

Name	pg.
Capcom Titles	238
Chess: The Emotion Wars	238
Chetics	241
Cutey Fatty	238
Dice Conquest	241
Dream of Freedom	239
Epoch GP	241
Fire Pro Wrestling	241
Friends	241
Goddess Saga	241
Guilty Gear X	241
Hello Kitty Party	239
Holeman Battle Race 2002	240
Honor of Kingdom	241
Hyeolsipja FC	237
Kisi and Kimi	240
Mad! Mud! Pop!	241
Mage of BattleField	240
Mystic Hunter	241
NeoPanzer	239
Queen of Fighters	241
ShowDown	241
Snow White	236
Solitare Game Pack	238
Spirits Soul	236
Strange Father's Country	241
Super Fighters	241

Name	pg.
Tales of Windyland	239
Tanggu and Woolashong	241
Tie Break Tennis	240
Topy Topy GoGo / TT Go Race	241
Wings of Soul	239

LIST OF HOMEBREW GP32 GAMES

Name	pg.
Beats of Rage	243
Circus Linux!	243
Defendguin	244
Elite: The New Kind	244
Giana’s Return	245
Jump ‘n Bump	245
Moria	246
NetHack / CaduHack	247
Noiz2sa	247
Rogue	248
XRick	246
Xump: The Final Run	248

LIST OF COMMERCIAL GIZMONDO GAMES

Name	pg.
Classic Compendium	270
Classic Compendium 2	270
Fathammer Classics Pack	270
FIFA Soccer 2005	271
Gizmondo Motocross 2005	271
Hockey Rage 2005	271
Interstellar Flames 2	272
Pocket Ping Pong 2005	272
Point of Destruction	272
Richard Burns Rally	273
SSX 3	273
Sticky Balls	273
Toy Golf	274
Trailblazer	274

LIST OF UNRELEASED GIZMONDO GAMES

Name	pg.
Agaju: The Sacred Path of Treasure	277
Age of Empires	279
Alien Hominid	276
Ball Busters	281
Battlestations: Midway	278
Blood Bowl	278
Bollox	279
Carmageddon	280
Casino	279
Catapult	281
Chicane: Jenson Button Street Racing	282
City	282
Colors	284
Conflict: Desert Storm II	283
Conflict: Vietnam	283
Constantine	295
Fallen Kingdoms	286
Furious Phil	286
Future Tactics	288
Ghost	288
Goal!	288
Great Escape, the	283
Halo	288
Highlander	295
Hit & Myth	287
It’s Mr. Pants	289
Italian Job, the	295
Johnny Whatever	289
Jump	290
L.A. Rush	289
MechAssault	291
Milo and the Rainbow Nasties	292
Momma Can I Mow The Lawn	291
Race	295
Rayman	290
Reservoir Dogs	295
Roll Call	295
Sega Classics Pack	293
SpeedGun Stadium	293
Supernaturals	294
Tomb Raider	295
Total Overdose	295
Verbier Ride	292
Virtual Squash	291
Worms World Party	295

LIST OF COMMERCIAL N-GAGE GAMES

Name	pg.
Ashen	324
Asphalt Urban GT	324
Asphalt: Urban GT 2	325
Atari Masterpieces Vol. I	325
Atari Masterpieces Vol. II	326
Bomberman	326
Call of Duty	327
Catan	327
Civilization	328
Colin McRae Rally 2005	328
Crash Nitro Kart	329
FIFA Football 2004	332
FIFA Football 2005	332
Flo Boarding	333
Glimmerati	333
High Seize	334
Marcel Desailly Pro Soccer	335
Mile High Pinball	335
MLB Slam!	336
MotoGP	336
N-Gage Freestyle	339
NCAA Football 2004	339
ONE	340
Operation Shadow	340
Pandemonium!	343
Pathway to Glory	343
Pathway to Glory: Ikusa Islands	344
Payload	344
Pocket Kingdom: Own the World	345
Pool Friction	345
Puyo Pop	346
Puzzle Bobble VS	346
Rayman 3	347
Red Faction	347
Requiem of Hell	348
Rifts: Promise of Power	348
Roots: Gates of Chaos, the	351
Sango / SanGo Fighter	349
Sega Rally Championship	352
Sims Bustin' Out, the	350
Snakes	349
SonicN	352
Space Impact Evolution X	350
Spider-Man 2	351
SSX Out of Bounds	354
StuntCar Extreme	355
Super Monkey Ball	356
System Rush	354
TechWars	355
The Elder Scrolls Travels: Shadowkey	330
The King of Fighters Extreme	334
Tiger Woods PGA Tour 2004	359
Tom Clancy's Ghost Recon: Jungle Storm	361
Tom Clancy's Splinter Cell: Chaos Theory	360
Tom Clancy's Splinter Cell: Team Stealth Action	360
Tomb Raider	359
Tony Hawk's Pro Skater	356
Virtua Tennis	357
Warhammer 40,000: Glory in Death	357
Worms World Party	361
WWE Aftershock	362
X-Men Legends	363
X-Men Legends II: Rise of Apocalypse	363
Xanadu Next	362

LIST OF UNRELEASED N-GAGE GAMES

Name	pg.
Alien Front	366
Aquababe: Freaky Gardening	372
Bounce	372
DRIV3R	372
Fussball Manager Pro	372
Gekido	370
Habbo Islands	367
Hinter Wars: The Aterian Invasion	370
Joe	368
Kart Racing	372
Leisure Suit Larry: Pocket Party	369
Lex Ferrum	372
Ping	372
Shade: Wrath of Angels	372
Shadow-Born	372
Spirits (Jadestone)	371
Taito Memories	369
Tiger Woods PGA Tour 2005	372
Urbz: Sims in the City, the	372
Virtua Cop	368
Virtually Board Snowboarding II	372
Xyanide	372